

HEROES™ IV

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Introduction

Dear **Heroes of Might and Magic™** fans,

For you newcomers to the **Heroes of Might and Magic** series, you are in for a unique and entertaining gaming experience. In many ways, I wish I were you. As for those who have supported us since the beginning of the **Heroes™** series (and maybe even as far back as **King's Bounty®**), we certainly appreciate you for not only sticking with us, but also for sending us your excellent suggestions on how we can improve the game. More than ever before, we have heard your cries while making **Heroes of Might and Magic IV**.

In response to your suggestions, we removed heroes from the rear line where they just threw the occasional spell, and placed them right in the thick of battle. Now, heroes stand shoulder-to-shoulder with their troops, and, yes, they can die right along with the creatures they command.

But we didn't stop there. We also redesigned the skill system to give you the opportunity to play heroes with a total of 48 possible classes! Then there's a powerful new magic system, new creatures with interesting and unique abilities, and vastly improved graphics. I could go on and on, but then this manual would have no room for anything else!

Those of you who played the previous versions, however, don't fret. We kept everything that made **Heroes I, II, and III** great games. In many ways, **Heroes IV** is the game I wanted to make way back when we started King's Bounty, so this has been a long time coming. Rest assured with the knowledge that we put together a game that looks and plays better than ever before, thanks to your suggestions and support.

Have fun!

Sincerely,

Jon Van Caneghem
Creator and Designer
Heroes of Might and Magic I-IV
Might and Magic™ I-IX
King's Bounty

The Dream

I had a dream last night for the first time in over eight hundred years, and I am afraid my dream might be true...

In a dark tower, floating in the nothingness at the end of time, Fate lives. She is an enigma. She has the eyes of an elder who has seen too much, the voluptuous body of a woman grown, and the innocent smile of a happy child. She is alone. No man, elf, demon or god survived whatever calamity brought about the end of everything.

Fate gets up from the dinner table where there is only a single chair, and ascends a small staircase that will take her to the top of the tower. Her feet are bare against the cold stone, and I shiver, for unforgiving rock is all that her flesh has ever known.

She is stunningly beautiful, I decide, although I cannot determine what she is wearing because her image shimmers before me.

Finally, she reaches her destination – a simple room with a huge, glass loom and a stool. She stares at the loom solemnly. She hesitates. But Fate knows she cannot wait forever and sits at the chair.

Methodically, she chooses a ball of black yarn from a bag at her feet and she frowns. She threads it into the loom, and then selects another ball. This one is purple, and her frown deepens. A tear forms in one eye as she threads it into the loom as well.

One by one, she chooses more yarn and attaches it to the loom. Next blue, then red, then green, and finally orange.

Then her hands work furiously, pulling and twisting and spinning, as she begins weaving a tapestry. I desperately want to see the images formed by her craft, but my vision blurs every time I try. So I look at her face instead, and notice her single tear has become many.

Fate doesn't want to weave this pattern, but she continues anyway. It is her destiny – her purpose...

And that is how it ends.

I am not a genie prone to premonitions, but I find it difficult to believe this was only a dream. Please, pray that I am wrong!

– *Solymr ibn Wali Barad*

How to Use This Manual

The descriptions in this manual divide Heroes of Might and Magic IV into the various screens you will be interacting with during gameplay. These sections include:

The Main Menu Screen

Start new games, load saved games, and set game options.

The Adventure Screen

Explore the Adventure Map, select armies and towns, visit towns, visit adventure objects, cast spells, open other useful screens, and save games.

The Town Screen

Purchase structures, artifacts, creatures and heroes.

The Army Screen

View details about heroes and creatures, trade artifacts and troops between two armies, and select different armies on the field.

The Combat Screen

Battle enemy armies, cast spells, and siege towns.

Also, note that Heroes of Might and Magic IV was designed to be easy to use, so just about every detail of the game is available if you right-click on any object or button.

MANUAL CONVENTIONS

This manual assumes that the player is using a standard keyboard and two-button mouse, and has an understanding of their use. If you do not understand any of the following terms, you might want to take a few moments to review them in your Microsoft Windows® tutorial materials.

Click

Right-click

Double-click

Drag

Cursor

TUTORIAL

Greetings, brave adventurer, and welcome to the *Heroes of Might and Magic IV* Tutorial.

Consider this a training session. We're going to show you some of the ins and outs of adventuring through a mysterious and magical world. The best way to use this tutorial is to read through these pages, and then load the *Heroes IV* Tutorial map so you can actually explore a map and interact with various structures. You load the Tutorial by clicking on New Game on the Main Menu screen. A pop-up menu will appear. Select the Tutorial option to load the map.

Now, carry on!

THE ADVENTURE SCREEN

Let's begin with a short description of the Adventure Screen elements. First, the largest portion of this screen is devoted to the Adventure Map, or the area where you will explore, attack enemy armies, and visit structures. At the start of a game, most of this area will be blackened by the 'Shroud', which means you haven't explored that region yet.

In the upper-right of the screen is the Mini-Map. This is a representation of the entire Adventure Map and helps you locate an area instantly. When you click on the Mini-Map, the Adventure Map will immediately centre on that location.

To the right of the Mini-Map are icons that give you access to the Game Menu, System Menu, and other features that assist with gameplay.

Below the Mini-Map are portraits representing your armies. Click on a portrait to select an army, or double-click to open the Army screen.

Below the portraits of your armies are slots representing the currently selected army.

MOVEMENT ON THE ADVENTURE MAP

To move on the Adventure Map, simply click on the spot you want to travel to and an "X" will appear. Click on that spot again and you will move to that location. You will notice a dotted line shows you the path your army will take. Normally, this path is green to indicate that the route you have chosen is safe. However, if the path turns yellow, that means the route you have chosen passes within the guard radius of an enemy army and you could be attacked. Finally, if the path changes to red, it means your army doesn't have enough movement points to get to its destination, and you won't be able to move again until the next turn.

As you move your cursor over the Adventure Map, you will notice that the horse cursor 'rears up' when you run it over an object like a town or creature dwelling. This means you can either visit or enter that object. To enter an object, move the cursor over the object until the 'rearing horse' appears, then double-click it.

Finally, if a pair of 'crossed swords' appear, that means you can't move to that spot until you defeat whatever creature or army stands in your path. The 'crossed swords' are known as the Attack Cursor. When the Attack Cursor appears over an enemy town, you cannot enter the town until you defeat its garrisoned army.

SPLITTING YOUR ARMY

Now, let's show you a new feature of *Heroes IV*. Begin by double-clicking on the portrait of your hero, Theodorus, on the right side of the screen. This will open the Army screen.

Take this opportunity to study the Army screen. Your skill list is to the left, and any artifacts you might have (like your Mage's Staff) can be found on the 'paper doll' in the centre. You can read your hero's biography by clicking on the portrait of the hero in the upper-left. Or you can study his spell book by clicking the Spell Book Button to the lower-right of the paper doll.

At the bottom of the screen are two rows of troop slots. Your army is in the top row. The slots in the second row are free. Now, click and

grab the portrait of the Gold Golems from the top row of portraits and drag it to the bottom row. You have created two armies!

In *Heroes™ IV*, you do not need a hero to have an army. When you close this screen, you will find that you have two armies – one consisting of your heroes and the remnants of your troops, and the other a group of Gold Golems. Move the Golems around the map. They can flag mines, attack, and pick up resources and artifacts just like any army. However, certain adventure objects like the Learning Stone or the School of War only work if you have a hero in your army, so make sure you explore the rest of the map with your main army.

THE TOWN SCREEN

Towns are the centre of your economy as well as a place where you can hire troops and other heroes. Just like no man is an island, no adventurer is a one-man army – at least, not at 1st level. So, right-click on a town and click on the View Town button (or simply visit it) to open the Town screen.

Building Town Structures

At the top of the screen is the Town Hall. Click on it to open the Town Hall screen. This is where you build all your town structures. There are many structures available, everything from the Mage Guild, to the Treasury, to creature dwellings. You are allowed to build both 1st level creature dwellings, but unlike in *Heroes III*, you must choose one of two 2nd, 3rd, and 4th level dwellings. You can build any structure marked with a green background. Red backgrounds mean you cannot build the structure at this time because you either don't have enough resources or haven't met the requirements for that structure. Gray backgrounds indicate structures that cannot be built in that town, and gold backgrounds mean that the structure has already been built. To build a structure, click on your choice and then click the 'Buy' button on the lower-right. You will only be allowed to build one structure per day, and only if you have met its requirements.

The Fort Screen

Next, click on the Fort at the upper-right of the Town screen. This screen allows you to purchase whatever troops you have available in that town. For instance, in the tutorial map you should have dwarves, halflings and either the Gold Golems or Magi (depending on which creature dwelling you decided to build at the City Hall). You could purchase each separately by clicking on that creature, or you could purchase all of them by clicking the 'Buy All' button at the lower-right. You close this screen just as you close most screens, by clicking the 'check mark' to the lower-right.

Garrisoning Troops

Notice that there are two rows of slots for your heroes and creatures. The top row is your Town Garrison, or creatures and heroes who are assigned to protect this particular town against attack. The bottom row is a Visiting Army. To move troops from the visiting army to the town garrison, and vice versa, drag them from one slot to another. To move the entire row, click on one of the arrow icons to the left of the rows. Clicking the top one will move all the garrisoned troops into the visiting army, and clicking the bottom one will move all the visiting troops into the garrison.

COMBAT

There will be many opportunities for you to enter into combat with enemy armies, so below are some tips about the Combat screen.

Enemy Troops

If you follow the dirt road to the southwest, you will see an Orc waiting for you. You cannot continue on that path until you fight him. If you hold your cursor over the Orc, you will notice that it changes to the Attack Cursor (crossed swords). This means you can't move past that point without defeating that army. Go ahead, you can't lose this battle.

Fighting

Oops! This isn't just a band of Orcs, but Bandits, too. Note that wandering armies can have as many as seven different types of troops or heroes, but the image that will appear on the Adventure screen will indicate the strongest hero or creature type only. If you right-click on an army, it will reveal the types of troops in that army and give you some hint as to how many are present.

You still have an overwhelming advantage over this army, so attack. You move around the Combat screen in a similar fashion as the Adventure screen. If a tiny number appears next to your cursor, it indicates how many turns it will take to move to that spot. If the cursor changes to the Melee Attack Cursor (a sword) or the Ranged Attack Cursor (an arrow), it indicates what kind of attack you are capable of against that creature. Also, pay attention to the buttons on the right. They are self explanatory, but you should take note of the Spell Book at the top. This is how you cast spells in combat. Experiment with casting spells with the Theodorus hero as you fight the battle, and when you win you will return to the Adventure screen. For more information about combat, see the Combat section.

ADVENTURE OBJECTS

Adventure objects are the numerous structures, resources, and mines you interact with on the Adventure Map. Below is a sampling of these objects.

Level 1 Order Shrine

Ahead is a Level 1 Order Shrine. Shrines provide you with a single spell as long as you have the corresponding magic skill. For instance, this Shrine will teach you one Level 1 Order Magic spell, so to be able to learn this spell, you must have Basic Order Magic.

Sawmill

Like all mine structures, Sawmills will provide you with a daily allowance of resources, namely wood, as long as it is flagged with your colour. Other mines and the resources they provide are: Gold Mine (gold), Ore Pit (ore), Alchemist's Lab (mercury), Crystal Mine (crystals), Gem Mine (gems), and Sulfur Mine (sulfur). Managing and collecting these seven resources are vital to winning the game. Each time you come across one of these mine structures, you should try to take control of it.

Treasure Chest

Loose treasures and resources can be found scattered across the map. The Treasure Chest provides you with gold, or you could turn that gold into experience - your choice.

Gold

Unlike the Treasure Chest, a loose pile of gold just provides you with some of that resource. You should always pick these up, and any other resources you come across. Every little bit counts!

Learning Stone

Structures like the Learning Stone give your heroes a one-time boost to their experience. The more experience you get, the more levels you gain and the more powerful you become. Therefore, you should always visit these structures.

Mage Tower

Creature dwellings like the Mage Tower are structures that will allow you to hire a specific type of creature. Visit the Mage Tower to purchase Mages. However, be careful because higher-level creature dwellings are protected by guards, so be prepared for a fight.

Windmill

Always visit structures like the Windmill. Follow the river and you will find a similar structure called the Water Wheel. These buildings provide a quantity of resources or gold every week as long as they are flagged with your colour, so they are important structures to protect from your enemy.

School of Magic

Structures like the School of Magic give you the opportunity to purchase skills for your heroes. As long as you have the space for the new skill, you should visit the School of Magic to find out what skills are available. Other similar skill-enhancing buildings include the Magic University, Library, School of War, War University, Veteran's Guild, Witch's Hut, and Beastmaster's Hut.

Medicine Wagon

The Medicine Wagon disappears after you visit it, just like loose resources and Treasure Chests. These one-time objects (also including the Campfire and Backpack) give you minor artifacts and/or resources.

Sacred Fountain

The Sacred Fountain raises the Spell Points of the heroes in your army. Many objects raise a hero's statistics in some way, so you should always try to visit them.

Cape of Protection

The Cape of Protection is an artifact. Artifacts can be used by your heroes to boost their power and abilities. Sometimes, they are needed to solve specific quests. Collect them when you can, although often you will have to fight some guardian (like these skeletons) first.

Sanctuary

The Sanctuary is a unique structure. As long as an army stays inside it, the enemy cannot attack that army. In addition, the monks who dwell here can resurrect dead heroes.

Blacksmith

The Blacksmith allows you to purchase minor artifacts such as potions, long swords, and shields.

Clover Field

Visit objects like this Clover Field or the Blessing Stone to gain a temporary boost to your army's luck.

Temple of Order

Praying at a Temple will raise the morale of any creatures and heroes of the same alignment. For example, the Temple of Order will give its benefit to any Order troops or heroes in your army.

Fountain of Strength

The Fountain of Strength will give a temporary boost to the combat damage of any hero until after his or her next battle.

Wet Log Inn

At the Wet Log Inn (and other objects that boost your movement rate), you can increase your army's movement over certain terrain types - in this case, swamp. This is important because some terrains will slow your movement considerably.

Portal

There are two types of Portals. The two-way Portal will take you immediately to a similarly coloured Portal and back again. Sometimes, you will come across a one-way Portal (it looks like a dragon's head), so use caution when passing through them. You will not be able to return the way you came.

Hideout

The Hideout is what is known as a creature bank. There are many types of creature banks in the game, and all of them will give you treasure if you can defeat the creatures who guard it. In this case, some Bandits are held up within this secret Hideout, protecting the loot they have stolen from unwary travelers. Do your civil duty and rid the land of this scum!

Now, you are ready to play the *Heroes of Might and Magic IV* Tutorial. Remember, the more you explore the map, the more you will learn about the game. Enjoy!

MAIN MENU

NEW GAME

Choose to play a new Single Scenario or Campaign map, or play the Tutorial.

SCENARIOS

Use the Scenario Selection screen to pick the scenario you want to play, and then click on the 'Next' button to go to the Scenario Information screen. To return to the Main Menu without selecting a scenario, click the 'Cancel' button.

Details

The 'Details' button allows you to reveal certain information about each of the maps. These details include:

Map Size

Small, medium, large and extra large.

Map Difficulty

Select the level of difficulty required to win this map.

Total Number of Players

Indicates the total number of players in this map.

Number of Human Players

Indicates the total number of human players that can play this map.

Number of Allies

Indicates the number of teams competing in this scenario.

Number of Maps

Indicates the total number of maps comprising the scenario.

SCENARIO INFORMATION

The next screen brings up other details about the map that you can change. The first, and perhaps most important, options are:

Guarding Monsters

This allows you to change the behaviour of guarding monsters between the stationary state and mobile state. Guarding monsters can patrol their area and move to attack anyone who comes close to them. However, *Heroes of Might and Magic III* players who are used to creatures not moving can use this option to make them stationary.

Difficulty

This allows you to change the difficulty of the map. Each level of difficulty affects gameplay in different ways. See below.

Novice

At this easiest setting, neutral armies are smaller, you get more experience from battle, you start with more gold, computer players start with nothing, computer players have fewer options in combat, and computer players don't build as often as they can.

Intermediate

At this normal setting, neutral armies are normal, you get the normal experience from battle, you start with more gold than the computer player, computer players have more options in combat, and computer players don't build as often as they can.

Advanced

At this harder setting, neutral armies are larger than normal, you start with the same amount of gold as the computer players, and computer players have no handicaps in combat.

Expert

At this difficult setting, neutral armies are much larger than normal, and you start with less gold than the computer players.

Champion

At this hardest setting, neutral armies are quite large, you start with no gold, and the computer starts with extra gold.

ADVANCED OPTIONS**Colour**

Change your colour by clicking on the arrows.

Alignment

Select which alignment you want to play from one of seven options – Life, Death, Order, Chaos, Nature, Might or Random.

Name

Change your name by clicking on this space and typing the name of your choice. Computer players will simply read 'Computer'.

Human

This reveals which players are controlled by humans, and which players the computer controls. To change a computer player to a human, simply click on the box. Setting two or more players to "human" allows you to play a Hotseat game. (A Hotseat game is a game in which one player takes his or her turn, gets up from the computer, and another player sits down at the computer to take his or her turn, and so on.)

Team

This option reveals which team the player is on.

Campaigns

A campaign is a series of scenarios tied together by a single storyline, and often by a single character as well. When you click on New Game, click the 'Campaign' option on the pull-down menu that appears. This brings up the Campaign Selection screen where you can begin one of the six campaigns available in *Heroes of Might and Magic IV*. Click on the picture representing the campaign you want to play and the Campaign Information screen will appear.

Campaign Information Screen

This screen provides you with information about the campaign you have selected as well as the map you are about to play. In this screen, you can set the player difficulty as well as view important information like the victory and loss conditions of the current map. Click the 'Begin' button to start the campaign.

Tutorial

If you're a newcomer to the *Heroes* series or you just need to reacquaint yourself with the ins and outs of heroism, the Tutorial will step you through exploring a map and interacting with various structures. Select the Tutorial option to load the map.

LOAD GAME

Load a previously saved single Scenario or Campaign game. Simply click on the name of the game you want to load, and then click the 'Load' button. To return to the Main Menu without loading a game, click on the 'Cancel' button.

Autosave

Note that *Heroes of Might and Magic IV* has an Autosave feature that automatically saves your game each turn (as well as the previous turn), so if you realise you have done something that you didn't want to do, you will be able to load the Autosave and play your turn again.

GAME OPTIONS

Settings

This option allows you to select the resolution in which you want to play. You have three screen sizes to choose from: **800x600**, **1024x768**, and **1280x1024**. Higher resolutions have more room to reveal more of the Adventure Map, more buttons, and more details about your kingdom; however, animations may be affected on slower computer systems. Just click on the resolution you want to play in.

You can also toggle on and off the **Full Screen** mode that allows you to play the game in a full screen, or in 'window' mode that allows you to still see and use your desktop while the game is running.

Quick Combat

This toggles the Quick Combat option on and off. In Quick Combat, the computer resolves all battles instantly, without going to the Combat screen, and simply reveals the outcome.

Show Coordinates

Toggle the pop-up window on and off which reveals the map coordinates of any spot indicated by the mouse cursor. Three numbers are given, including an 'x' and 'y' similar to a latitude and longitude. These allow you to find any location on the map, and a 'z' indicates which level it is located on – (1) for the surface level and (2) for the underground level.

Movement Reminder

This toggles the Movement Reminder window on and off. At the end of every turn, if you have not used up all the movement of all your armies, a window will appear to remind you that you have more armies to move. For those who don't want to utilise this pop-up reminder, this option allows you to turn it off.

Show Movement Path

This toggles on and off the dotted line that indicates your chosen Movement Path across the Adventure Map.

Animate Map

This toggles on and off the animations on the Adventure Map.

Show Enemy Movement

This toggles on and off your ability to see the computer players' moves during their turns.

Music Volume

Adjust the volume of the background music. Scroll the bar to the right to make the music louder, or all the way to the left to turn it off.

Effects Volume

Adjust all sound effects volumes in the game, from combat noise to the clapping of your horse's hooves. Scroll the bar to the right to make the sounds louder, or all the way to the left to turn them off.

Combat Speed

Adjust the animation speed on the Combat screen. Scroll the bar to the right for faster animations, or to the left for slower animations.

Army Speed

Adjust the animation speed of your armies on the Adventure Map. Scroll the bar to the right to move faster, or to the left to move slower.

Enemy Speed

Adjust the animation speed of enemy armies on the Adventure Map. Scroll the bar to the right to move faster, or to the left to move slower.

High Scores

View a list of the best scores, including the best Campaign and Scenario scores.

Replay Cinematic

Replay the opening cinematic.

Credits

This option allows you to view the names of the hardworking people behind the creation of *Heroes of Might and Magic IV*.

Quit

This option closes *Heroes of Might and Magic IV* and returns you to the desktop.

ADVENTURE SCREEN

SCREEN LAYOUT

Every action in *Heroes of Might and Magic IV* begins on the Adventure screen. From here, you explore the Adventure Map, engage in battles with enemy armies, visit structures and towns, cast spells, view details about your armies, and even save and quit the game.

Since *Heroes IV* supports three screen resolutions, you will notice some subtle differences between different resolutions. The following are all three Adventure screen resolutions: 800x600, 1024x768, and 1280x1024 (which include all available buttons and details).



800x600



1024x768



1280x1024

ADVENTURE MAP

The majority of the Adventure screen is devoted to the Adventure Map. At the beginning of a game, most of the map will be darkened or unexplored. As your armies explore the map, they will remove portions of this 'Shroud'. You will encounter enemy armies, discover artifacts and other treasures, and visit various structures and towns. To scroll the Adventure Map, move your cursor to the edge of the screen and the map will scroll in that direction.

MINI-MAP

The Mini-Map is a smaller, less-detailed version of the Adventure Map. It is useful in locating a certain town or figuring out where you are at a glance. In addition, when you click on a location on the Mini-Map, the Adventure Map immediately centres on that location.

ADVENTURE BUTTONS

Along the right side of the Adventure screen are the Adventure Buttons that give you access to numerous game functions. They are:

Game Menu

Scenario Information: The Scenario Information screen provides you with some vital information about the scenario you are playing, including a brief description, victory conditions, loss conditions, map difficulty and player difficulty.

Kingdom Overview: The Kingdom Overview screen is a general-purpose quick reference screen that gives you information about specific towns, heroes, and armies. It also reveals how much gold and resources your kingdom earns daily as well as your total resources.

Quest Log: If you have visited a Quest Hut or Quest Gate, select this option to view the list of criteria you need in order to complete each quest.

Marketplace: The Marketplace screen allows you to trade one resource for another. If you have an overabundance of wood and a desperate need for gold, you could sell that extra wood here at the Marketplace.

Thieves Guild: At the Thieves Guild, you can learn the relative power of your enemies. The Thieves Guild will give every player a rating for the number of towns they own, the strength of their armies, and the income of their kingdom. Use the Thieves Guild to see how you're doing compared to your opponents.

Trade: The Trade screen allows a player to give resources to another allied player.

View World: This option brings up a larger version of the Adventure Map so you can study the map in more detail.

View Puzzle: This option reveals the location of a buried treasure once you have visited all of the oracles on a given map.

Dig Treasure: When you put together all the pieces of an Oracle's puzzle, you will be shown the exact location of a hidden treasure. Use this button to dig a hole directly beneath your army's present location to find your hard-earned buried treasure!

View Caravans: This displays a list of all the Caravans currently en route from one town to another.

Replay Turn: This option allows you to see a replay of your opponent's last turn.

RESOURCES

Resources are vital to the growth of your kingdom. Without them, you cannot build town structures, recruit troops, or hire new heroes. Your current totals for each collected resources are listed in the Resources section of the Adventure screen. These resources are: gold, wood, ore, gems, crystal, sulfur, and mercury.

System Menu

The System Menu brings up basic functions of the game such as New Scenario, New Campaign, Load Game, Save Game and Restart Game. It also allows you to return to the Main Menu itself, or open the Game Settings screen.

View Underground/Surface

On maps with two levels, this button switches the Adventure Map between the surface and underground levels.

Cast Spell

If you want to cast adventure spells like *Summon Ship* or *Mire*, this button accesses your spell book.

Move Army

This button will command an army to move as long as you have already designated that army's path. Not available in 800x600 resolution.

Marketplace

This displays the Marketplace screen. Not available in 800x600 resolution.

Kingdom Overview

This opens the Kingdom Overview screen where you will be able to review many details about your kingdom, armies and towns. Not available in 800x600 resolution.

ARMY/TOWN SELECTORS

On the right, below the Mini-Map, is the Army/Town Selector section of the Adventure screen. Each list reveals a picture of each active army or town in your kingdom. When you click on this portrait, the Adventure Map will centre on that army or town, allowing you to find them quickly.

Army Portraits: The Army Portrait displays the most powerful hero or creature in your army. The indicator to the left of the portrait shows the number of remaining movement points your army has for that turn, and the right indicator reveals the relative strength of your army.

Town Portraits: The Town Portrait features a horizontal bar graph with three informational bars. The *green bar* (top) shows how far overall this town has been built. The *blue bar* (middle) shows the level of the mage guild in that town. If you built a structure at the town during that turn, a “check” will appear in its portrait to indicate that you can't build there again. The *red bar* (bottom) shows the level of the creature generators in that town. Finally, there is a smaller version of the Mini-Map on the extreme right of each portrait that reveals the approximate location of that town on the Adventure Map.

Army/Garrison Display: The troop slots beneath the Army/Town Selectors show each member of the currently selected army or town garrison. The portrait of a hero features two bars underneath: the *red bar* indicates the hero's remaining Hit Points, and the *blue bar* indicates the hero's remaining Spell Points. The portrait of a creature has a number beneath it indicating the total number of creatures comprising that troop. The Army/Garrison display is not viewable in 800x600 mode.

Troop Display

Beneath the Army/Garrison Display is the Troop Display, revealing the eight strongest skills of a hero, or special abilities of a creature. The Troop Display is only viewable in the 1200x1024 mode.

Date Display

This reveals the current Day, Week, and Month for this scenario.

End Turn

The ‘hourglass’ to the right of the Date Display is the ‘End Turn’ button. When you have completed all actions for a turn (including movement, combat, and the purchase of structure), click this button to end your turn.

MOVING YOUR ARMY

You move your armies around the Adventure Map by clicking on your destination to bring up a path to 1) see if you have enough movement points left to reach that location, and 2) to see if there are any armies standing in your path keeping you from reaching your destination. If all is clear, click on your destination again and your army will move to that spot.

ADVENTURE CURSORS

Scroll Map

If you move your cursor to the edge of the map, this cursor appears and the Adventure Map scrolls in that direction.



Move To

This cursor gives you the ability to select each army's next destination. If a number appears before the cursor, it indicates the number of turns it will take the current army to reach the destination you select.



Interact

This cursor appears whenever the cursor rolls over an object (including towns and all adventure objects) that you can visit.



Invalid Spot

This cursor appears if the location you are selecting is blocked by an obstacle.



Wait

This cursor appears when it is no longer your turn and you must wait until the other players are finished.



Attack

If your path is blocked by an enemy army, this cursor appears to indicate that you must first defeat this army before you can reach that location.



Trade between Armies

This cursor appears when you hold one army's move cursor over another friendly army, allowing you to join together to trade troops and artifacts.



Split

This cursor appears when you try to divide one troop type into two separate troops.



Move Ship

Like the normal move cursor, this cursor is used to move ships from one location to another.



Visit with Ship

This cursor appears whenever the cursor rolls over an object on the sea that you can visit with your ship.



Land Ship

This cursor will appear when you direct an army to disembark from a ship onto land. Note that the army will lose all its movement for the present turn when it disembarks a ship.



MOVEMENT ALLOWANCES

The slowest troop in an army determines the movement of that army. Once the basic movement for an army has been calculated, other factors can change the movement allowance of an army. Terrain, roads, the pathfinding skill, a troop's native terrain, artifacts, and structures can all affect an army's movement.

Terrain

Some terrain types are more difficult to cross over than others are, so when an army passes over a non-native terrain type, it moves at a slower pace. Troops native to a certain terrain type don't get as much of a movement penalty on their native terrain because they have lived on that terrain all their lives. Below is a chart indicating the penalties an army will gain for passing over a certain terrain type and a list of what alignments are native to what type of terrains.

<i>Terrain</i>	<i>Movement Cost</i>	<i>Native Alignment</i>
Grass	100%	Life & Nature
Dirt	100%	-----
Snow	175%	Order
Sand	150%	-----
Swamp	200%	Chaos
Rough	125%	Might
Volcanic	125%	Death

Pathfinding Skill

Heroes with the Pathfinding skill can improve the movement rate of an army over any terrain on the Adventure Map, and the hero's movement on the Combat Map increases as well. See the definition of the Pathfinding skill in the World Reference section at the end of this manual for more details.

Ship Travel

With the exception of the water elemental, mermaid and sea monster, no army can travel across the sea without the assistance of a ship. Armies who board a ship are represented by a ship icon with the player's flag colour. You can move ships around the Adventure Map in the same way that you move normal armies, and you can even visit adventure objects and attack enemy armies.

Seamanship Skill

The presence of a hero with the Seamanship skill not only increases an army's movement across the sea, but also increases an army's ability to fight aboard ship just as if he or she had an equivalent level of Tactics skill.

Where to Find a Ship

Towns built near the water may have the ability to build a Shipyard. Like the Shipyard adventure object, you will be able to build as many ships as you want as long as you have the resources. You might also wander across a ship abandoned by another player, or you could use the Summon Ship spell to create a ship out of thin air.

TURNS

A turn is the time allotted for a single player to take all possible actions (from purchasing town buildings, to attacking enemy armies, to exploring the map). When your armies no longer have any movement points and when you can build no more structures, your turn is over. You end your turn by clicking the 'hourglass' (or 'End Turn' button) in the lower-right of the Adventure screen. Then the next player can act. When all players have completed their turns, a new turn begins.

Neutral Turns

The 'neutral turn' is the turn in which unaligned armies can act. Creatures or armies without a colour associated with them are considered neutral. Even though they have no controller, they can still wander around the map, interact with adventure objects, and even attack players.

Days and Months

Several automatic functions happen everyday. The daily gold and resource income for your kingdom is tallied and added to your kingdom's resources. Heroes regenerate Spell Points and Hit Points each day. Creature dwellings (both inside and outside towns) accumulate a portion of their growth rate, giving you more creatures to hire.

When all players have completed their turns, a single day will pass. In *Heroes of Might and Magic IV*, every week has seven days, and every month has four weeks (or 28 days). At the beginning of every month, the game will announce the "month of" event that will likely populate the Adventure Map with an unexpected creature type.

THE SHROUD

The 'Shroud' is the darkness that covers unexplored areas of the map. Once your army travels through an unexplored region, the Shroud will permanently disappear. However, every army, town and flagged object has its own scouting radius, so there will be times when you cannot see all of the land that you have explored. In this

case, a gray area called the 'Fog of War' covers the map. You will be able to see adventure objects and terrain features through the Fog of War, but you will not be able to see enemy army movement. Heroes with the Scouting skill have a wider scouting radius and can see more of the map.

ADVENTURE OBJECTS

As you explore the Adventure Map, the structures you interact with are called adventure objects. They include everything from towns to resources to creature dwellings. A list of the various types of adventure objects is below.

Towns: Allow you to build creature dwellings and other structures that enhance your heroes and armies.

Garrisons: An army can be garrisoned here to block enemy armies from getting through a narrow path.

Creature Dwellings: Various types of creatures can be hired from these out-of-town dwellings, but be careful of the higher-level dwellings because they are guarded.

Resources/Mines: Piles of loose resources and the various types of mines are ways of earning resources for your kingdom.

Treasures/Artifacts: Chests of gold and magical artifacts lie about the Adventure Map, but you may have to fight off creatures standing guard over the treasure.

Shroud Towers: Remove a portion of the shroud beyond your normal scouting range.

Power-Ups: Enhance the abilities of your hero either temporarily or permanently.

Luck-Morale Boosters: Temporarily increase the luck or morale of your entire army, including your creatures.

Skill Enhancers: Increase a skill or give a hero a new skill. Only a hero can use it.

Movement Modifiers: Temporarily increase your movement rate around the Adventure Map.

Spell Point Regenerators: Automatically regenerate a portion or all of a hero's Spell Points.

Magic Shrines: Teach a hero a single spell.

Altars: Teach a hero a certain skill.

Quest Huts/Guards: Provide unique quests where the player will be asked to fulfil one condition to get a certain reward.

Creature Banks: An army must defeat the guards of these objects to claim the resources and/or artifacts hidden within.

Border Guards/Gates: Block a narrow passage until a player visits the Keymaster's Tent of the same colour. Only then can that player pass.

Sanctuaries: As long as an army stays at a Sanctuary or Sea Sanctuary, it cannot be harmed by nearby enemy armies. Also, dead heroes can be resurrected here.

Oracles: Reveals a portion of a Puzzle Map leading the player to a buried treasure (or the Grail). The only way to find this buried treasure is to visit a certain number of the same type of Oracles, and then the entire Puzzle Map will be revealed.

Portals: Transports you instantly to a Portal of a similar colour. The one-way version of the Portal will send you to a Portal Exit, but you cannot return the way you came.

Ferries: This object is similar to a Portal, but it transports you to another Ferry on the same body of water only.

Whirlpools: This object is similar to a Portal in that it will transport your army to another Whirlpool, but unfortunately, this dangerous object will claim the lives of some of your troops.

Chains: Chains will block a ship from passing through a certain waterway. If they are linked with the Sea Guard, you will be able to make the chain disappear if you complete the quest for the Sea Guard that chain is attached to.

Underground Level

Some maps have two levels, including a ground level and underground level. There are only two ways to travel between these two levels. A Tunnel will transport an army from one level to another. In addition, the Portals are known to instantly teleport an army to a different level of the map.

Spying on Other Armies

Just as you can right-click on any adventure object to learn something about it, you can right-click on another army, town or garrison to gain some details about it. In all cases, you will be able to determine what types of troops are in another army. The Scouting skill gives a hero the ability to determine the exact numbers in another army, and at higher levels, gives detailed information about the heroes as well.

Stealth Skill

The Stealth skill gives a hero the ability to sneak past other armies to flag mines, collect resources, steal artifacts, and spy on enemy troop movement. This only works, however, if the hero is alone and at least six tiles away from another friendly army. As a special bonus, a character that uses the Stealth skill effectively and sneaks by an army will gain a portion of the experience he or she would normally gain if he or she had defeated that army in combat.

TOWN SCREEN

Towns are important because they not only produce gold, they are also sources of spells, troops, and heroes. Although you do not need a town to play a scenario in *Heroes of Might and Magic IV*, having one or more can be a great advantage.

TOWN TYPES

There are six types of towns in *Heroes IV*, each with their own troops, magic, and unique structures. They are:

Haven: The home of Life-aligned troops and magic guilds devoted to Life Magic.

Necropolis: The home of Death-aligned troops and magic guilds devoted to Death Magic.

Academy: The home of Order-aligned troops and magic guilds devoted to Order Magic.

Asylum: The home of Chaos-aligned troops and magic guilds devoted to Chaos Magic.

Preserve: The home of Nature-aligned troops and magic guilds devoted to Nature Magic.

Stronghold: The home of neutral-aligned troops who have shunned magic in all its forms.

SCREEN LAYOUT

Most of the Town screen is devoted to the town view showing you what structures you have already built. All six town types share a similar layout even though they have different structures. Roll your cursor over a structure and it will tell you what it is. Double-click to open that particular structure, or if you simply want to know what it does, right-click on the structure.



800x600



1024x768



1280x1024

TOWN LIST

On the left below the town view is the town list, allowing you to look at all of your towns by clicking on the portrait of that town. As on the Adventure screen, the green, blue, and red bars over each portrait indicate the level of that town's structures, mage guild, and creature dwellings, respectively. Also, if you've already built a structure during the current turn, a check will appear on the town's portrait. The Mini-Map to the right of the portrait indicates where that town is on the Adventure Map.

VISITING/GARRISONED ARMIES

The two rows of troop slots represent a visiting and garrisoned army. The top row is the garrisoned army, which doesn't appear on the Adventure Map because it remains inside the town to protect it from enemy attack. The bottom row is the visiting army. It will appear on the Adventure Map when you close the Town screen. You can drag troops between the visiting and garrisoned army, or you can move all the troops in one row to the other by clicking one of the two movement buttons to the left of the troop slots.

RESOURCE BAR

Below the visiting army troop slots is the resource bar indicating how many resources your kingdom has at this time.

TOWN MENU BUTTON

Finally, to the left of the resource bar is the 'Town Menu' button. The 'Town Menu' button provides another way of visiting the various structures.

RECRUIT CREATURE BUTTONS

At the 1024x768 resolution and higher, the inhabitants of the town's creature dwellings appear to the right of the town list. You can recruit these creatures simply by clicking on their portraits.

TROOP STATISTICS

At the 1280x1024 resolution, the statistics for the selected troop in the Garrison or Visiting Army slots appear in the lower right of the Town screen. You can switch this display to show the troop's skills by clicking on the button underneath the display.

RESOURCE GENERATION

The resource bar at the bottom of the screen shows you how much of each type of resource your kingdom has at this time. Every town earns a certain amount of gold per day for your kingdom depending

on that town's Hall type (Village, Town, City). In addition, each mine you flag with your own colour will earn a certain amount of that resource type each day. Resource generation is important to the upkeep of your kingdom because it allows you to hire new troops and heroes as well as build new town structures.



NOBILITY SKILL

Another way to produce resources for your kingdom is to have a hero with the Nobility skill. Heroes with this skill can earn gold (with the Estates skill) and other resources (with the Mining skill) each day. They can also act as a 'Governor' for a certain town. Town Governors increase the growth rate of the creatures that can be hired in that town. To select a hero as the town's Governor, select the 'Choose Governor' option.

BUILDING STRUCTURES

To build town structures, you must first open your Town or City Hall screen. This will reveal all the structures that can be built in this particular town type. You can build any structure marked with a green background. Red backgrounds mean you cannot build the structure at this time because you don't have enough resources, haven't met the requirements for that structure, or already built a structure in this town today. Gray backgrounds indicate structures that cannot be built in this town, and gold backgrounds mean a structure has already been built. You can build one structure per town per day as long as you meet the requirements.

HIRING HEROES

New heroes can be hired at the Tavern, but only one hero can be hired from each Tavern in a seven-day period. On the left of the Tavern screen is a colourful wheel with different types of heroes. The wheel is divided into five spokes, one for each town alignment. On each spoke is a portrait for a magic-oriented hero and a might-oriented hero for that alignment. The portrait in the centre of the wheel represents Barbarian heroes. Some of the slots will be blank, because that type of hero is not aligned with your town. When you click on a hero class you like, you can view his or her biography at the bottom of the screen. If you don't like that hero, scroll through the others in that class, or choose a different gender (by clicking the Male or Female boxes) and scroll through that set of heroes.



HERO CLASSES

The 11 starting hero classes are associated with certain town types:

Haven	Knight & Priest
Necropolis	Death Knight & Necromancer
Academy	Lord & Mage
Asylum	Thief & Sorcerer
Preserve	Archer & Druid
Stronghold	Barbarian

These classes can change during normal gameplay to one of the 37 advanced classes. If a hero specialises in a specific skill type, he or she will remain one of the 11 starting classes, but once he or she start to focus on two types of skills he or she will become one of the advanced classes. In the chart below, you can cross-reference two skills to learn what type of advanced class you will become.

ADVANCED CLASSES

	<i>Tactics</i>	<i>Combat</i>	<i>Scouting</i>	<i>Nobility</i>	<i>Life Magic</i>	<i>Order Magic</i>	<i>Death Magic</i>	<i>Chaos Magic</i>	<i>Nature Magic</i>
Tactics	<i>Knight or Death Knight</i>	General	Field Marshal	Lord Commander	Crusader	Illusionist	Reaver	Pyromancer	Warden
Combat	General	<i>Barbarian or Archer</i>	Ranger	Warlord	Paladin	Battle Mage	Assassin	Fireguard	Beastmaster
Scouting	Field Marshal	Ranger	<i>Thief</i>	Guildmaster	Prophet	Seer	Ninja	Fire Diviner	Bard
Nobility	Lord	Warlord	Guildmaster	<i>Lord</i>	Cardinal	Wizard King	Dark Lord	Witch King	Beast Lord
Life Magic	Crusader	Paladin	Prophet	Cardinal	<i>Priest</i>	Monk	Dark Priest	Heretic	Summoner
Order Magic	Illusionist	Battle Mage	Seer	Wizard King	Monk	<i>Mage</i>	Shadow Mage	Wizard	Enchanter
Death Magic	Reaver	Assassin	Ninja	Dark Lord	Dark Priest	Shadow Mage	<i>Necromancer</i>	Lich	Demonologist
Chaos Magic	Pyromancer	Fireguard	Fire Diviner	Witch King	Heretic	Wizard	Lich	<i>Sorcerer</i>	Warlock
Nature Magic	Warden	Beastmaster	Bard	Beast Lord	Summoner	Enchanter	Demonologist	Warlock	<i>Druid</i>

***Note:** The Archmage class can only be achieved by specialising in three (3) magic types.

****Note:** Classes marked in ***bold lettering*** are the 11 starting classes.

TOWN ALLIANCES

With the exception of the Stronghold (which associates with all town types equally), each town has a general alliance with two other town types. This means that you can hire heroes from that town type at your Tavern. These alliances are listed below.

Haven = Academy & Preserve

Necropolis = Academy & Asylum

Academy = Haven & Necropolis

Asylum = Necropolis & Preserve

Preserve = Haven & Asylum

Note: Although the Stronghold isn't allied with anyone, you can hire all non-magic hero types from the Tavern.

RECRUITING CREATURES

Each town can support up to two Level 1 creature dwellings, and one each of Level 1, 2, 3, and 4 creature dwellings. Clicking on a creature dwelling in the Town screen brings up the Recruit screen, allowing you to purchase creatures for your army if they are available. All creatures cost a certain amount of gold, while Level 4 creatures also cost precious resources.

Before being able to build creature dwellings, however, you must construct a Fort. Clicking on your Fort provides an easier way to recruit creatures from any or all of your creature dwellings. Recruit a creature by clicking on its portrait, or you can even buy them all (if you have the resources) at one time by clicking the 'Buy All' button in the lower-right of the screen.

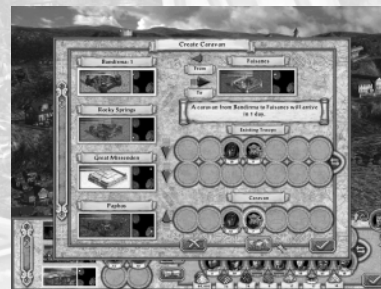


In addition to making creature dwellings possible in your town, your Castle also provides fortification should your town be attacked. The lowest level of fortification, Fort, provides walls to protect your

garrison from attacking armies. The next level, Citadel, provides arrow towers for your ranged troops. The highest level, Castle, adds a moat to slow attackers from reaching your town walls.

CARAVANS

All towns can build the Caravan structure (if the map allows it). Caravans can be used to ship troops from one town or creature dwelling to another. It may take a little while to move the troops from one location to another, but Caravans still make it much easier to move your troops around the map.



Creating a Caravan

Follow the steps below to create a Caravan.

- 1) Click on the Caravan structure in the Town screen.
- 2) Click the 'Create Caravan' button.
- 3) Select the town or creature dwelling on the left where the Caravan will begin its journey.
- 4) Drag the troops from the troop slots in the starting location to the Caravan troop slots at the bottom. If you are purchasing creatures from a creature dwelling, the Recruit screen will pop-up, and you must buy the creatures before you can put them in a Caravan.
- 5) Finally, click the transport button at the bottom of the screen to send the Caravan to its destination.

To view the Caravans currently in transit, click on the Caravan structure in the Town screen, and then click the 'View' button to get information about active Caravans and their destinations.

Note: If the destination of a Caravan is taken over by an enemy army, the Caravan will continue on its path, appearing outside the destination as long as the owner doesn't already have eight armies.

LEARNING SPELLS

Heroes can learn spells from a magic guild as long as they have the corresponding magic skill. For example, a hero must have the Order Magic skill to study spells at an Academy's version of the mage guild, the Institute of Magic.

There are five schools of magic, each with their unique strengths.

MAGIC	DESCRIPTION	TOWN
Life Magic	Contains spells that focus on healing and protection.	Haven
Death Magic	Contains spells that focus on curses and raising the dead.	Necropolis
Order Magic	Contains spells that focus on mind control and countering other spells.	Academy
Chaos Magic	Contains spells that focus on fire and causing damage to your opponent.	Asylum
Nature Magic	Contains spells that focus on nature and summoning creatures in battle.	Preserve

Magic Guilds

All magic guilds have five levels corresponding with the five levels of spells for that magic type. The number of spells per level for each guild is below.

1st level magic guild = 3 spells
 2nd level magic guild = 3 spells
 3rd level magic guild = 2 spells
 4th level magic guild = 2 spells
 5th level magic guild = 1 spell

Magic Libraries

All magic guilds are able to build spell libraries for the two aligned magic types, giving the player access to spells from other magic schools. Of course, a hero must know the corresponding skill before he or she can use these spells.

1st level = 2 4th level = 1
 2nd level = 2 5th level = 1
 3rd level = 2



Purchasing Equipment

Every town has a structure that allows you to purchase potions and minor artifacts to equip your heroes for a life of adventure. You can purchase these items whenever you want simply by visiting the Blacksmith structure, and there is no limit to how many you can buy except for the amount of gold in your kingdom. Below is a list of the steps you must take to purchase something for a specific troop.

- 1) Click on the troop who will receive the purchased item.
- 2) Click on the item(s) you want to purchase. You can either click on the item itself or the arrows beneath it to select how many of that item you want to purchase.
- 3) Click the "Buy" button at the lower-right of the screen. You have purchased the items for that troop. If you want to purchase items for another troop, just repeat these steps. When you have bought the items you need, click the "Okay" button to return to the previous screen.

Prison

When you defeat an enemy hero in combat, you will ship them to the nearest prison where they will be locked safely away in the dungeon. However, if an enemy conquers the town where this hero is kept, they will be freed. Similarly, if one of your heroes is thrown in prison, you will have to conquer the enemy town where he or she is held to rescue them.

BUILDING SHIPS

If a town is located close to a source of water, that town will probably be able to build their own shipyard. Once you have a shipyard, you will be able to build as many ships as you want as long as you have enough wood and gold.

SPECIAL BUILDINGS

All town types have special buildings designed to improve your kingdom, heroes and armies. Some of these structures, like the Treasury, earn extra gold for your kingdom. Structures like the University allow you to purchase skills for your heroes, or improve your statistics like the Wrestling Pits. Others improve your armies; for example, the Rainbow, gives all your troops a temporary boost to their luck. In all cases, you can learn what a structure does either by right-clicking on it in the Hall screen before purchasing it, or right-clicking on its image in the Town screen if it has already been built.

Portal

The Preserve has a special structure called the Portal that allows the player to summon all sorts of creatures including Elementals. It acts as an extra creature dwelling, but has a lot more versatility than the others.

Grail Structures

All town types also have a special building called a Grail Structure, but these are not available for construction unless you find a 'Grail'. Grails are not always available in a scenario, but when they are you can usually find them by solving the Oracle puzzle.

RESURRECTING HEROES

There are three ways to resurrect a hero who has been killed in combat. First, the Angel has a special ability (that acts like a spell) allowing it to resurrect fallen allies. Second, you can visit the Sanctuary or Sea Sanctuary adventure objects where you can resurrect your heroes. Finally, you can bring the fallen heroes to one of your towns where he or she will be resurrected automatically.

ALLIES VISITING TOWNS

Your allies can visit your towns freely without having to conquer them first. Likewise, you can visit the towns of your allies. Since you and your ally are considered to be working toward the same goal, you can also take advantage of each other's towns by purchasing equipment, visiting mage guilds or receiving the benefits of special buildings. However, you cannot recruit creatures or purchase buildings in an ally's town.

ARMY SCREEN

Double-clicking an army's portrait will bring up the Army screen. The Army screen provides you with all the vital information about the heroes and creatures in that army. Click on the portrait of the hero or creature at the bottom of the screen to view its statistics. If you want to select one of the other armies in your kingdom, simply click on the portrait at the far right of the Army screen.

TROOP STATISTICS

All creatures and heroes have statistics representing their skill and strength in certain situations. These are represented in the statistics bar at the top of the Army screen, and are listed below.

Damage

The amount of base damage inflicted by melee or ranged attacks.

Hit Points

The total amount of damage each troop member can take in battle.

Luck

A number influencing how much damage the troop receives from attacks.

Melee Attack

A multiplier to the base damage inflicted in hand-to-hand combat.

Melee Defence

A divisor reducing the amount of damage received from hand-to-hand attacks.

Morale

A number influencing the order in which a troop moves in combat, and influencing how much damage it inflicts.

Movement

This is how far a troop can move on the Adventure Map in a single turn, and the number of remaining movement points for that turn.

Ranged Attack

A multiplier to the base damage inflicted in ranged combat.

Ranged Defence

A divisor reducing the amount of damage received from ranged attacks.

Shots

The total number of shots that can be taken for ranged attacks.

Speed

This is how quickly a troop can act during combat.

Spell Points

The total number of points a troop has to spend on spell casting.

HERO INFORMATION

When a hero is selected in the Army screen, you can study all the details of that specific hero.

**Biography**

Click on the hero's portrait to learn about his or her history.

Experience

This represents how much a hero has learned. The more experience, the more levels he gains and the more powerful he becomes. There is an experience per level chart in the World Reference section at the rear of this manual.

Skills

Every hero can learn up to five Primary Skills (listed in the left column of the skills table) and up to three Secondary Skills for each Primary Skill learned. Every skill has five levels of advancement – Basic, Advanced, Expert, Master, and Grandmaster.

Inventory

The 'paper doll' representation of your hero provides you with a visual inventory of the artifacts that hero possesses. Anything that is not equipped by the hero is stored in his backpack to the right of the paper doll.

Sort Potions

The 'Sort Potions' button will place all of the potions at the bottom of the backpack so that less common items are more visible. You can undo the sort by clicking on the button again.

Spell Book

The spell book button to the lower-right of the screen will open the hero's spell book so you can view the spells he or she has available.

CREATURE INFORMATION

When a creature is selected in the Army screen, you can study all the details of that specific creature type.



Description

A brief description of that creature type and its abilities.

Special Abilities

All creatures have at least one special ability. Each icon represents an ability. Right-click on it to learn more.

Backpack

Although creatures can't use artifacts, they can carry them. The backpack reveals what artifacts this creature is carrying.

Dismissing Creatures

The 'Dismiss' button under the creature animation will permanently remove the selected troop from your army. Note that heroes cannot be dismissed from your armies.

Splitting Troops

Sometimes you will want to split a certain troop into two groups. To do this, select the troop you want to split, click on the "Split Troop" button on the right of the troop slots, and then drag the troop type to an empty slot. Alternately, you can hold down the 'Shift' key while dragging a troop from its slot to an empty slot. A screen will appear allowing you to choose the number of troops you want to place in that slot. Note that armies on ships cannot be split into additional armies.

Combining Troops

If you have two troops of the same creature type, you can combine them into one large troop by dragging one into the other.

Trading Between Armies

When two armies join on the Adventure Map (by moving one army onto the space occupied by the second army), these armies can then trade troops and even artifacts between them. Troops can be moved between the two armies by clicking on one troop slot and dragging it to an empty slot or a slot occupied by the same troop type. Artifacts are traded by dragging each artifact from one troop onto the portrait of another troop. The army initiating the trade can give artifacts and troops, but not take them.

COMBAT FORMATIONS

At the lower-left of the Army screen are three Combat Formation settings. Each has its strengths and weaknesses in combat, but if used properly, can give your forces an advantage in combat. Note that positions 5, 6, and 7 in the image below are strategic positions for spell casting and ranged troops. Below are the troop slots as they appear on the Adventure screen.

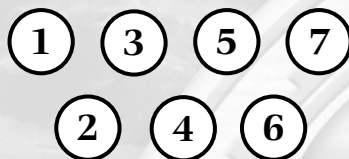


Below are descriptions of each diagram, which shows you troop slots as they appear on the combat screen.

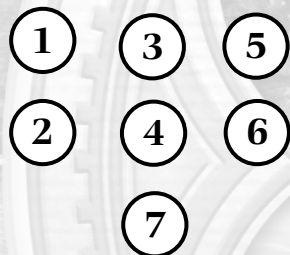
Loose Formation: This is the normal setting for all armies. Every troop lines up far enough apart from each other to make it more difficult to catch more than one troop in a range-effect attack, but it is also more difficult to protect the rear row of troops from attack.



Tight Formation: Although this formation allows you to protect weaker troops and influence more troops with a hero's Tactics skill, it also allows several troops to be attacked by a single area-effect attack.



Square Formation: This formation is similar to the tight formation in that it allows several troops to be attacked by a single area-effect attack, but it also allows the army to shield a single troop from attack.



ARMY SELECTOR

On the right side of the Army screen is a list of all of your armies positioned on the Adventure Map. This allows you to easily select armies, view their contents, rearrange their troops, or equip them for battle.

For a list of garrisoned armies, however, you must click on the town, garrison or mine at which they are stationed.

COMBAT

When you attack an enemy army on the Adventure Map, or when an enemy army attacks you, you enter into combat on the Combat screen. In most circumstances, you will encounter an enemy army in the field, so the Combat screen will appear to be an open field with some natural obstacles. However, whenever you enter into combat against a town or garrison, you enter a special 'siege combat' version of the Combat screen. Similarly, combats at sea occur in a 'sea combat' version of the Combat screen.



COMBAT SCREEN BUTTONS

Cast Spell: Opens the currently selected troop's Spell Book so they can cast a spell.

Defend: Orders the selected troop to take no action but defending themselves, thus, increasing their Melee and Ranged Defence by 25%.

Wait: Orders the selected troop to wait until all other troops have acted. If more than one troop is waiting, they act in order of the slowest troop to the fastest.

Preferred Action: Sets the selected troop's preferred action. You can set a troop to attack in melee or ranged, to cast a spell, or to move.

Auto Combat: Instructs the computer to run both sides of combat for you.

Combat Settings: Allows you to change the volume of the music and sound effects as well as the speed of all combat animations.

Retreat: Allows your heroes to flee to the nearest town. However, all your creatures will be left behind to die and your heroes will be seriously wounded until the end of the turn.

Surrender: Gives you the opportunity to bribe the enemy to let your heroes and creatures flee to your nearest town.

CHARM AND DIPLOMACY

If your heroes are skilled in Charm or Diplomacy, you will be given an opportunity to charm or bribe enemy creatures to join your side before combat begins. These creatures will remain on your side permanently, even after the battle is over.

COMBAT ROUNDS

Combat is divided into a series of rounds. A combat round is completed when all troops who can act for that round have completed their actions, whether that action be a melee attack, ranged attack, spell attack, movement, or defence. Some spells and special abilities (like the Blind spell or the Ice Demon's Freezing ability) keep troops from acting during that turn.

The point at which a troop acts during each combat round is determined by its Speed statistic and is influenced by morale effects, spells and creature abilities, and a friendly hero's Tactics skill. High morale improves a troop's order during combat, as does the presence of a hero with a high Tactics skill.

Combat Cursors

The various cursors you will encounter on the Combat screen are explained in the table below.

Move To

This is similar to the move cursor on the Adventure Map. Click on a location to move a troop.



Fly To

This is similar to the normal combat move cursor, but this one indicates the troop can fly over obstacles on its way to the designated location.



Melee Attack

This orders a troop to attack the target in hand-to-hand combat from the indicated direction.



Ranged Attack

This orders a troop to attack the target with a ranged attack.



Cast Spell

This orders the troop to cast a spell on the target. If this icon comes up without first visiting the Spell Book to select a spell, then the caster will recast the last spell he used in this battle.



Combat Pointer This is the standard cursor for the Combat screen.



Displacement Pointer

This cursor appears when you cast the Displacement spell so you can indicate in which direction you would like to push the target.



Martyr Pointer This cursor appears when you cast the Martyr spell, allowing you to choose the troop that will be the target of the spell.



Sacrifice Pointer This cursor appears when you cast the Sacrifice spell, allowing you to choose the targets of the spell.



Teleport To This cursor appears when you cast the Teleport spell so you can indicate the destination of the target of the spell.



Quicksand Pointer

This cursor appears when you cast the Quicksand spell. Drag it in a line across the Combat Map where you want the quicksand to appear.



MOVEMENT

A troop's movement on the combat screen is determined by its Movement statistic and is influenced by other factors such as the terrain where the combat is being fought, spells, and creature abilities, artifacts, and a friendly hero's Tactics skill. Terrain types like swamp have a drastic effect on troops that have to walk across them. Likewise, the presence of a hero with a high Tactics skill (or, at Sea, Seamanship) dramatically improves the movement of a troop across the battlefield.

ATTACKING

Creatures and heroes are capable of several types of actions during their turn. All creatures are capable of a simultaneous retaliation attack as long as they haven't already retaliated, or some other action (like a special ability or spell) prevents them from retaliating. The various actions that can be performed during combat are listed below.

Melee Attack: All creatures are capable of hand-to-hand attacks but creatures that are primarily ranged creatures are usually weaker at melee attacks.

Ranged Attack: Some creatures are capable of attacking an enemy at a distance as long as that enemy is within their line of sight. Obstacles and distance reduce the amount of damage done by a ranged attack.

Spell Attack: Some heroes and creatures have spells they can use in combat instead of their normal attacks.

Special Abilities: All creatures have at least one special ability, and sometimes these abilities can be used in combat. Right-click on a creature to find out its abilities.

Line of Sight

All ranged attacks and some spells are governed by the Line of Sight rule. This rule states that the target of an attack must be within a straight line of the attacker. No other enemy targets can be in the way. Note that friendly targets don't apply to the Line of Sight rule.

Damage Calculation

All creatures and heroes do a certain amount of damage in combat. This information can be revealed if you right-click on a creature or hero. Damage is calculated by multiplying the attacker's Damage statistic by its Melee or Ranged Attack statistic (depending upon the

form of the attack) and dividing by the defender's Melee or Ranged Defence statistic. Other factors that affect damage are spells, skills, luck, special abilities, armour, shields, and other artifacts.

COMBAT RESULTS

All combats end in one of two ways – one opponent defeats the other or both sides lose all their troops simultaneously.

Victory: You win a battle when you defeat all of your opponent's heroes and creatures. Any heroes you have defeated will automatically be locked in your nearest prison. If you have no prisons, then defeated heroes are killed, and their bodies must be retrieved and resurrected by their players to be used again during the game.

Defeat: You lose a battle when all of your heroes and creatures have been killed. Any heroes who have been defeated will automatically be locked in the victor's nearest prison or, if your enemy owns no prisons, left for dead on the battlefield.

Retreat: When one side retreats from a battle, it loses all its creatures, but its heroes return to the nearest town. The retreating army loses the battle.

Stalemate: When both sides lose all their heroes and creatures, both sides lose the battle.

Surrender: When one side surrenders a battle, the other side is offered an amount of gold. If the other side accepts, the surrendering side returns to its nearest town.

THE SPOILS OF WAR

When you defeat an army in combat, you gain any artifacts carried by that army. You can distribute these artifacts amongst your own troops any way you want. Likewise, if you lose a battle, the enemy will take any artifacts you might be carrying. In the event of a stalemate, all artifacts are left in an artifact pile on the Adventure Map for any side to retrieve later.

RESURRECTION AND NECROMANCY

After a victorious battle, any heroes in your army having the Resurrection or Necromancy skills will immediately add some troops to your army. Resurrection raises a portion of the troops you lost in battle, while the Necromancy skill raises a portion of the enemy army.

SIEGE COMBAT

Whenever you attack a town or garrison, you enter into Siege Combat. This special form of combat includes walls and a gate for the defending army, and in some cases arrow towers and moats. The defending army gains an advantage over the attacking army because of these added defenses. Moats slow enemy troops down as they approach the wall. The walls themselves provide barriers against walking troops who must break down the gate before entering. The only way melee troops can attack each other across the walls is if both troops are standing adjacent to the wall. In addition, a wall is considered an obstacle against any ranged attack coming from outside the wall. Any ranged troop standing on an arrow tower benefits from an increase within range as well as attack and defence for both melee and ranged combat.

The following is an example of a siege combat screen.



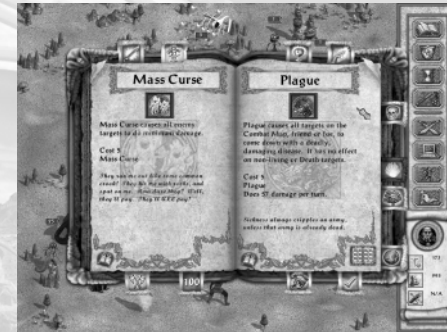
SEA COMBAT

At sea, a ship can enter into combat with another ship or with a sea creature like the Mermaid or Sea Monster. This brings up another special form of combat field. In ship-to-ship combat, a narrow passageway is provided between the two ships, making it more difficult for walking troops to get across to the enemy. A hero's Seamanship ability will improve his army's attack, defence, speed and movement when fighting shipboard battles. Note that the victorious army automatically scuttles the enemy's ship, so only one ship will remain after a ship-to-ship battle.



OTHER SCREENS

Spell Book Detail Pages



KINGDOM OVERVIEW

The Kingdom Overview screen is a general-purpose quick reference screen that gives you information about specific towns, heroes, and armies. It also reveals how much gold and resources your kingdom earns daily as well as your total resources.

Town List



SPELL BOOK

The Spell Book (accessed through the Adventure screen, Army screen and Combat screen) allows a hero to cast a spell or some creatures to use their special abilities. The tabs along the edge of the book organise your spells according to specific categories such as Adventure Spells only, or Life Magic spells only. You cast a spell by clicking on the colourful icon for that spell, or if you want to know more about the spell you can click the '?' button to get a full-page description of the spell.

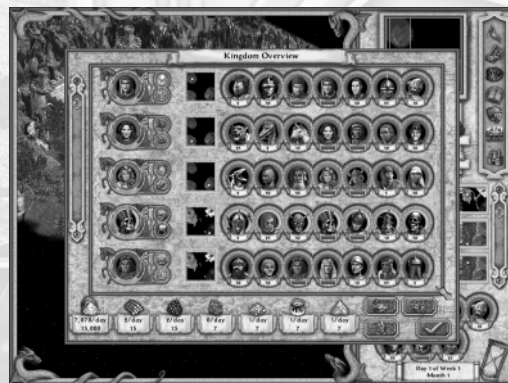
Spell Book Index



Hero List



Army List



MARKETPLACE

The Marketplace is where you can trade a certain abundant resource for a resource you need. The resource list on the left side of the screen represents the resources in your kingdom. The resource list on the right represents the resources you want. Simply click on the resource you want to sell and then click on the resource you need. The trade boxes at the bottom of the screen will now be filled with the images of these resources. Next, you want to select the amount of the resource you want to part with and then make your trade. This screen comes in handy when you are short of a resource needed to build a structure or hire a creature and you happen to have more than you need of another resource.

PUZZLE SCREEN

Whenever you visit an Oracle on a map, it will reveal a piece of the puzzle map. This puzzle map can be viewed from the Puzzle screen so you can gauge your progress in finding the location of the buried treasure associated with a certain Oracle colour. In maps where there are multiple Oracles, this makes it easier to keep track of them all. Once you have visited the required number of Oracles of the same colour, a map showing the location of the buried treasure will be revealed to you. Go to that location and use the Dig command to unearth the treasure. The treasure might be gold, a fabulous artifact, or 'The Grail', a supremely powerful artifact that will create a magical structure in the next town you visit.

TRADE SCREEN

The Trade screen allows you to give resources to another player on your team. Select the resources you wish to donate, the player colour who will be the recipient of those resources, and click on the 'Trade' button.

QUEST LOG

The Quest Log keeps track of all current quests assigned to you by Quest Huts and Quest Guards. In addition to reminders about each quest objective, the Quest Log shows the location of the structure at which you received the quest.

VIEW WORLD

The View World screen displays the entire map with indicators showing the location of towns, mines, resources, dwellings, portals and artifacts.

CARAVAN LIST

The Caravan List displays a list of all Caravans that are en route to their destination, along with the estimated travel time.

WORLD REFERENCE

SPELL LIST: CHAOS MAGIC

	NAME	LEVEL	COST	DESCRIPTION
	Bloodlust	1	2	Bloodlust causes the friendly target to do 25% more damage in melee combat for the duration of the battle.
	Sparks	1	2	Sparks casts a spray of magical energy that does damage to anyone in the three spaces in front of the caster.
	Fire Aura	1	2	Fire Aura causes the friendly target to do minor fire damage in addition to its normal melee combat damage.
	Haste	1	2	Haste gives the friendly target plus 3 to their speed and plus 3 yards to their movement.

	NAME	LEVEL	COST	DESCRIPTION
	Magic Arrow	1	2	Magic Arrow casts a burst of magical energy that does damage to a single target within the line of sight of the caster.
	Slayer	1	2	Slayer causes the friendly target to do 50% more damage against 4th level creatures.
	Confusion	2	3	Confusion causes an enemy target within the line of sight of the caster to lose its next action.
	Fire Bolt	2	3	Fire Bolt is a powerful attack that does fire damage to a single target within the line of sight of the caster.
	First Strike	2	3	First Strike grants a friendly target the First Strike ability for the duration of the combat.
	Mana Flare	2	3	Mana Flare reduces the spell costs for all heroes and creatures (friend and foe alike) by 2.
	Misfortune	2	3	Misfortune gives a single enemy target maximum bad luck.
	Spell Shackle	2	3	Spell Shackle causes the enemy spellcaster to take damage for every Spell Point they use during combat.
	Bloodfrenzy	3	5	Bloodfrenzy causes all friendly targets to do 25% more damage in melee combat.

	NAME	LEVEL	COST	DESCRIPTION
	Fire Ring	3	5	Fire Ring creates a ring of flames around a target within the line of sight of the caster that causes fire damage to all targets within a 1 yard radius surrounding that target.
	Fireball	3	5	Fireball causes a 3x3 yard explosion of flames around a target within the line of sight of the caster, doing fire damage to all targets within its blast.
	Lightning	3	5	Lightning summons a powerful bolt of electricity that does damage to a single target within the line of sight of the caster.
	Magic Mirror	3	5	Magic Mirror reflects any hostile spell back against its caster at 1/2 strength. The hostile spell still affects its initial target.
	Mass Slayer	3	5	Mass Slayer causes all friendly targets to do 50% more damage against 4th level creatures.
	Cloud of Confusion	4	8	Cloud of Confusion causes all enemy targets within a 3x3 yard radius to lose their next action. The target must be within the line of sight of the caster.
	Implosion	4	8	Implosion is an extremely powerful magical attack directed at a single target within the line of sight of the caster.

NAME	LEVEL	COST	DESCRIPTION
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Inferno	4	8	Inferno causes fire damage to all targets within a 5x5 yard area. The initial target must be within the line of sight of the caster.
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Mass First Strike	4	8	Mass First Strike gives all friendly targets the First Strike ability for the duration of the combat.
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Mass Misfortune	4	8	Mass Misfortune causes all enemy targets to suffer from maximum bad luck.
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Cat Reflexes	4	8	Cat Reflexes gives a friendly target one extra attack.
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Armageddon	5	12	Armageddon summons a deadly magical storm that does damage to all targets on the Combat Map.
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Chain Lightning	5	12	Chain Lightning does full damage to the first target it strikes, then strikes a second target for 1/2 damage, a third for 1/4 damage, a fourth for 1/8 damage and a fifth for 1/16 damage.
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Disintegrate	5	12	Disintegrate is an extremely powerful magical attack directed at a single target within the line of sight of the caster. Targets killed by the Disintegrate spell cannot be raised or resurrected until combat ends.
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SPELL LIST: DEATH MAGIC

NAME	LEVEL	COST	DESCRIPTION
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Cancellation	1	2	Cancellation removes all beneficial spells from the target.
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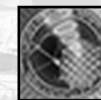
Curse	1	2	Curse causes the target to do minimum damage in combat.
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Poison	1	2	Poison does damage to the target every round (starting with the current round) until combat ends.
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Raise Skeletons	1	2	Raises a number of Skeletons based on the caster's level from any stack of dead creatures. The number of raised Skeletons cannot exceed either the Hit Points or number of the creatures. All Skeletons vanish after combat ends.
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Disrupting Ray	1	2	Disrupting Ray causes the target's Melee and Ranged Defence to decrease by 20%.
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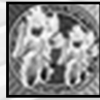


Animate Dead	2	3	Animate Dead raises a number of creatures based on the caster's level from any stack of dead creatures. All creatures vanish after combat ends.
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Unholy Song	2	3	Unholy Song causes all Life targets to do 20% less damage and decreases their Melee and Ranged Defence by 20%.
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	NAME	LEVEL	COST	DESCRIPTION
	Life Drain	2	3	Life Drain steals Hit Points from all Life and Nature targets, and then the caster gains a portion of the total Hit Points drained.
	Mire	2	3	Mire causes the target to move at half speed on the Adventure Map during its next turn.
	Fatigue	2	3	Fatigue causes the enemy target to move at half speed and movement in combat.
	Sorrow	2	3	Sorrow gives the target maximum negative morale.
	Weakness	2	3	Weakness causes the target to do 25% less damage in combat.
	Aura of Fear	3	5	Aura of Fear is cast on a friendly target, so enemy opponents cannot retaliate against the friendly target's attacks unless they are immune to Death, Fear or Mind spells.
	Magic Leech	3	5	Magic Leech causes any spell cast by the target to cost double the Spell Points. Also, the caster of Magic Leech gains 1 Spell Point per 2 Spell Points used by target.
	Mass Cancellation	3	5	Mass Cancellation removes all beneficial spells from all enemy targets.

	NAME	LEVEL	COST	DESCRIPTION
	Mass Curse	3	5	Mass Curse causes all enemy targets to do minimum damage.
	Plague	3	5	Plague causes all targets on the Combat Map, friend or foe, to come down with a deadly, damaging disease. It has no effect on non-living or Death targets.
	Raise Ghost	3	5	Raises a number of Ghosts based on the level of the caster from any stack of dead creatures. The number of raised Ghosts cannot exceed either the Hit Points or number of the creatures. All Ghosts vanish after combat ends.
	Death Call	4	8	Death Call targets a friendly or enemy target with dead creatures, raising a number of creatures based on the level of the caster. These raised creatures are placed under the control of the caster and vanish after combat.
	Mass Sorrow	4	8	Mass Sorrow causes all enemy targets to have maximum negative morale.
	Mass Weakness	4	8	Mass Weakness causes all enemy targets to do 25% less damage in combat.

	NAME	LEVEL	COST	DESCRIPTION
	Vampiric Touch	4	8	Vampiric Touch causes a friendly target to gain 1 Hit Point for every 2 Hit Points of damage they inflict.
	Hand of Death	5	12	Hand of Death instantly kills a number of opponents based on the level of the caster. The target must be within the line of sight of the caster.
	Raise Vampires	5	12	Raises a number of Vampires based on the level of the caster from any stack of dead creatures. Raised Vampires cannot exceed the total Hit Points or number of the dead creatures, and the Hit Points raised are removed from the target stack. Vampires vanish after the battle.
	Sacrifice	5	12	First, Sacrifice destroys a friendly target. Then the caster selects a second friendly target who will recover twice the Hit Points of the destroyed target.

SPELL LIST: LIFE MAGIC

	NAME	LEVEL	COST	DESCRIPTION
	Bind Wound	1	2	Bind Wound heals a number of points of damage based on the level of the caster.
	Bless	1	2	Bless causes the target to inflict maximum damage.
	Exorcism	1	2	Exorcism removes all negative spells from a single friendly target.
	Spiritual Armour	1	2	When cast on a friendly target, Spiritual Armour increases its Melee and Ranged Defence by 25%.
	Holy Word	1	2	Holy Word does damage to a single Death creature based on the level of the caster.
	Summon Ship	1	2	Summon Ship causes a single ship to appear at the caster's present location on the Adventure Map.
	Heavenly Shield	2	3	Heavenly Shield can only be cast on the caster, giving additional Hit Points based on the caster's level.
	Defender	2	3	Defender increases the Melee and Ranged Defence of all friendly targets by 50% when they are defending against an attack.

	NAME	LEVEL	COST	DESCRIPTION
	Heal	2	3	Heal cures a target of a number of Hit Points based on the level of the caster. Heal is also capable of curing Poison and Plague.
	Retribution	2	3	Retribution is cast on a friendly target. When the enemy attacks the target in melee combat, the attacker will take damage based on the level of the caster.
	Martyr	2	3	Martyr is cast on a friendly target. All the damage done to a second friendly target will then be transferred to the recipient of the spell. This effect lasts for the entire combat.
	Chaos Ward	2	3	The target of a Chaos Ward is 50% resistant to Chaos spells, and their Melee and Ranged Defence is increased by 50% against Chaos-aligned opponents.
	Death Ward	2	3	The target of a Death Ward is 50% resistant to Death spells, and their Melee and Ranged Defence is increased by 50% against Death-aligned opponents.
	Nature Ward	2	3	The target of a Nature Ward is 50% resistant to Nature spells, and their Melee and Ranged Defence is increased by 50% against Nature-aligned opponents.
	Order Ward	2	3	The target of an Order Ward is 50% resistant to Order spells, and their Melee and Ranged Defence is increased by 50% against Order-aligned opponents.

	NAME	LEVEL	COST	DESCRIPTION
	Song of Peace	2	3	Song of Peace causes an enemy target within the line of sight of the caster to become unable to attack or cast spells on the caster's army during the next turn.
	Mirth	2	3	Mirth gives the target maximum morale.
	Celestial Armour	3	5	Celestial Armour increases the Melee and Ranged Defence of all friendly targets by 25%.
	Holy Shout	3	5	Holy Shout does a number of points of damage based on the level of the caster to all Death creatures.
	Mass Bless	3	5	Mass Bless causes all friendly targets to do maximum damage.
	Mass Healing	3	5	Mass Healing cures all friendly targets of a number of points of damage based on the level of the caster. It also cures Poison and Plague on all friendly targets.
	Regeneration	3	5	Regeneration causes the target to regenerate a number of Hit Points every turn based on the level of the caster.
	Mass Exorcism	4	8	Mass Exorcism removes all negative spells from friendly targets.

	NAME	LEVEL	COST	DESCRIPTION
	Mass Chaos Ward	4	8	Mass Chaos Ward causes all friendly targets to become 50% resistant to Chaos spells, and increases their Melee and Ranged Defence by 50% against Chaos-aligned opponents.
	Mass Death Ward	4	8	Mass Death Ward causes all friendly targets to become 50% resistant to Death spells, and increases their Melee and Ranged Defence by 50% against Death-aligned opponents.
	Mass Nature Ward	4	8	Mass Nature Ward causes all friendly targets to become 50% resistant to Nature spells, and increases their Melee and Ranged Defence by 50% against Nature-aligned opponents.
	Mass Order Ward	4	8	Mass Order Ward causes all friendly targets to become 50% resistant to Order spells, and increases their Melee and Ranged Defence by 50% against Order-aligned opponents.
	Mass Fervor	4	8	Mass Fervor causes all friendly targets to gain maximum morale.
	Prayer	4	8	Prayer increases the Hit Points and damage of all Life targets by 25%.

	NAME	LEVEL	COST	DESCRIPTION
	Divine Intervention	5	12	Divine Intervention removes a portion of the damage from all friendly targets.
	Guardian Angel	5	12	Guardian Angel gives the friendly target a number of extra lives based on the level of the caster. The number of targets protected depends on the level of the caster, and no target is protected more than once.
	Sanctuary	5	12	While under Sanctuary, a friendly target cannot be attacked or affected by spells. No more than one target may be in Sanctuary on each side. If the target takes any action other than "defend", the spell ends.

SPELL LIST: NATURE MAGIC

	NAME	LEVEL	COST	DESCRIPTION
	Speed	1	2	Speed increases a friendly target's speed and movement by 3.
	Pathfinding	1	2	Pathfinding grants an army no movement penalty on the Adventure Map.
	Stoneskin	1	2	Stoneskin increases the target's Melee and Ranged Defence by 25%.
	Summon Leprechaun	1	2	Summons a number of Leprechauns based on the level of the caster.
	Summon Sprite	1	2	Summons a number of Sprites based on the level of the caster.
	Summon Wolf	1	2	Summons a number of Wolves based on the level of the caster.
	Terrain Walk	1	2	Terrain Walk gives the target the ability to walk on all terrains without penalty.
	Giant Strength	2	2	Giant Strength increases the target's Hit Points and damage by 25%.
	Fortune	2	3	Fortune grants the target maximum luck.
	Quicksand	2	3	Creates a patch of quicksand, the size of which is based on the caster's level. All targets require a full turn to move through 2 feet of quicksand.

	NAME	LEVEL	COST	DESCRIPTION
	Snake Strike	2	3	Snake Strike gives the target the First Strike ability.
	Summon Elf	2	3	Summons a number of Elves based on the level of the caster.
	Summon Satyr	2	3	Summons a number of Satyrs based on the level of the caster.
	Wasp Swarm	2	3	Wasp Swarm summons a cloud of wasps that distract the enemy target for one round. It has no influence on undead or mechanical creatures.
	Summon White Tiger	2	3	Summons a number of White Tigers based on the level of the caster.
	Anti-Magic	3	5	Anti-Magic makes the target immune to all spells for the duration of the combat.
	Mass Speed	3	5	Mass Speed increases the speed and movement of all friendly targets by 3.
	Summon Air Elemental	3	5	Summons a number of Air Elementals based on the level of the caster.
	Summon Earth Elemental	3	5	Summons a number of Earth Elementals based on the level of the caster.
	Summon Fire Elemental	3	5	Summons a number of Fire Elementals based on the level of the caster.

	NAME	LEVEL	COST	DESCRIPTION
	Summon Water Elemental	3	5	Summons a number of Water Elementals based on the level of the caster.
	Necromancy Ward	3	5	Necromancy Ward prevents any Raise or Animate Dead spell from working for the duration of the combat. It affects all targets on the Combat Map, including dead ones.
	Mass Fortune	4	8	Mass Fortune gives all friendly targets maximum luck.
	Mass Snake Strike	4	8	Mass Snake Strike gives all friendly targets the First Strike ability.
	Summon Griffin	4	8	Summons a number of Griffins based on the level of the caster.
	Summon Unicorn	4	8	Summons a number of Unicorns based on the level of the caster.
	Summon Waspwort	4	8	Summons a number of Waspworts based on the level of the caster.
	Dragon Strength	5	12	Dragon Strength increases the target's Hit Points and damage by 100%.
	Summon Faerie Dragon	5	12	Summons a number of Faerie Dragons based on the level of the caster.

	NAME	LEVEL	COST	DESCRIPTION
	Summon Mantis	5	12	Summons a number of Mantises based on the level of the caster.
	Summon Phoenix	5	12	Summons a number of Phoenixes based on the level of the caster.

SPELL LIST: ORDER MAGIC

	NAME	LEVEL	COST	DESCRIPTION
	Blur	1	2	Blur obscures the target's true position, increasing its Ranged Defence by 50%.
	Dispel	1	2	Dispel removes all spells from the target.
	Displacement	1	2	Displacement causes the target to move 2 yards in a direction of the caster's choice, if possible.
	Magic Fist	1	2	Magic Fist does a number of points of damage based on the level of the caster to a single target within the line of sight of the caster.
	Precision	1	2	Precision increases the target's Ranged Attack by 25%, and also gives the target no penalty for range, walls or obstacles.
	Visions	1	2	Visions shows you the exact number of troops in an army on the Adventure Map and reveals the skills of an enemy hero.
	Cowardice	2	3	Cowardice makes the target unable to attack an enemy with more total Hit Points for 3 turns.
	Flight	2	3	Flight grants a friendly target the ability to fly until the end of combat.
	Ice Bolt	2	3	Ice Bolt does a number of points of cold damage based on the level of the caster to a single target within the line of sight of the caster.

	NAME	LEVEL	COST	DESCRIPTION
	Create Illusion	2	3	Create Illusion forms a duplicate of the creature with a number of Hit Points based on the level of the caster.
	Slow	2	3	Slow causes the enemy target to move at half speed and movement.
	Power Drain	2	3	Power Drain causes the target's spells to cost double the normal Spell Points.
	Steal Enchantment	2	3	Steal Enchantment removes a beneficial spell from an enemy target and places it on a random friendly target.
	Banish	3	5	Banish destroys a number of summoned creatures based on the caster's skill.
	Forgetfulness	3	5	Forgetfulness restrains an enemy target from using ranged attacks for the duration of the combat.
	Mass Dispel	3	5	Mass Dispel removes all spells from all targets.
	Mass Precision	3	5	Mass Precision increases the Ranged Attack of all friendly ranged targets by 25%, and also gives the target no penalty for range, walls or obstacles.
	Mass Blur	3	5	Mass Blur obscures the true position of all friendly targets, increasing their Ranged Defence by 50%.
	Teleport	3	5	Teleport instantly moves the target to another designated point on the battlefield.

	NAME	LEVEL	COST	DESCRIPTION
	Town Gate	3	5	Town Gate transports the caster to the nearest town.
	Berserk	4	8	Berserk forces the target to attack the nearest creature or hero, whether friend or foe. It lasts until the target attacks.
	Blind	4	8	Blind causes an enemy target within the line of sight of the caster to become unable to take an action for 3 rounds. It is dispelled if the target takes damage.
	Phantom Image	4	8	Phantom Image creates a duplicate of a single creature. The strength of the image depends on the caster's level.
	Mass Slow	4	8	Mass Slow causes all enemy targets to move at half speed and movement.
	Hypnotise	5	12	Hypnotise brings the target under the caster's control for 3 turns.
	Pain Mirror	5	12	Pain Mirror causes half the damage done to a friendly target to be done to the attacker as well. The reflected damage cannot exceed the Hit Points of the target.
	Steal All Enchantments	5	12	Steal All Enchantments causes all beneficial enchantments on enemy targets to be removed and distributed randomly among friendly targets.

SPELL LIST: SUMMON DEMON SPELLS

The following unique spells cannot be found in any magic guild. A hero must learn both Nature Magic and Death Magic to automatically gain these spells.

	NAME	LEVEL	COST	DESCRIPTION
	Summon Imps	1	5	Summons a number of Imps based on the level of the caster. All summoned creatures vanish after combat ends. Requires Basic Nature Magic and Basic Demonology.
	Summon Cerberi	2	8	Summons a number of Cerberi based on the level of the caster. All summoned creatures vanish after combat ends. Requires Advanced Nature Magic and Advanced Demonology.
	Summon Ice Demon	3	12	Summons a number of Ice Demons based on the level of the caster. All summoned creatures vanish after combat ends. Requires Expert Nature Magic and Expert Demonology to cast.
	Summon Venom Spawn	4	18	Summons a number of Venom Spawn based on the level of the caster. All summoned creatures vanish after combat ends. Requires Master Nature Magic and Master Demonology.
	Summon Devils	5	24	Summons a number of Devils based on the level of the caster. All summoned creatures vanish after combat ends. Requires Grandmaster Nature Magic and Grandmaster Demonology to cast.

SKILL LIST: TACTICS



Basic Tactics	Basic Tactics gives all friendly creatures +1 speed and +2 movement. It also allows you to learn Advanced Offense, Advanced Leadership and Advanced Defence.
Advanced Tactics	Advanced Tactics gives all friendly creatures +2 speed and +3 movement. It also allows you to learn Master Offense, Master Leadership and Master Defence.
Expert Tactics	Expert Tactics gives all friendly creatures +3 speed and +4 movement. It also allows you to learn Grandmaster Offense, Grandmaster Leadership and Grandmaster Defence.
Master Tactics	Master Tactics gives all friendly creatures +4 speed and +5 movement.
Grandmaster Tactics	Grandmaster Tactics gives all friendly creatures +5 speed and +6 movement.



Basic Offense	Basic Offense gives all friendly creatures +10% to their Melee and Ranged Attack. It is required to learn Expert Tactics.
Advanced Offense	Advanced Offense gives all friendly creatures +20% to their Melee and Ranged Attack. It is required to learn Master Tactics.
Expert Offense	Expert Offense gives all friendly creatures +30% to their Melee and Ranged Attack. It is required to learn Grandmaster Tactics.
Master Offense	Master Offense gives all friendly creatures +40% to their Melee and Ranged Attack.
Grandmaster Offense	Grandmaster Offense gives all friendly creatures +50% to their Melee and Ranged Attack.



Basic Defence	Basic Defence increases the Melee and Ranged Defence of all friendly creatures by 10%. Required to learn Expert Tactics.
Advanced Defence	Advanced Defence increases the Melee and Ranged Defence of all friendly creatures by 20%. Required to learn Master Tactics.
Expert Defence	Expert Defence increases the Melee and Ranged Defence of all friendly creatures by 30%. Required to learn Grandmaster Tactics.
Master Defence	Master Defence increases the Melee and Ranged Defence of all friendly creatures by 40%.
Grandmaster Defence	Grandmaster Defence increases the Melee and Ranged Defence of all friendly creatures by 50%.



Basic Leadership	Basic Leadership gives all friendly creatures +1 morale and +1 luck.
Advanced Leadership	Advanced Leadership gives all friendly creatures +2 morale and +2 luck.
Expert Leadership	Expert Leadership gives all friendly creatures +3 morale and +3 luck.
Master Leadership	Master Leadership gives all friendly creatures +4 morale and +4 luck.
Grandmaster Leadership	Grandmaster Leadership gives all friendly creatures +5 morale and +5 luck.

SKILL LIST: COMBAT



Basic Combat	Basic Combat increases the hero's Melee and Ranged Defence to 15. It is required to learn Advanced Melee, Advanced Archery, and Advanced Magic Resistance.
Advanced Combat	Advanced Combat increases the hero's Melee and Ranged Defence to 20. It is required to learn Master Melee, Master Archery, and Master Magic Resistance.
Expert Combat	Expert Combat increases the hero's Melee and Ranged Defence to 30. It is required to learn Grandmaster Melee, Grandmaster Archery, and Grandmaster Magic Resistance.
Master Combat	Master Combat increases the hero's Melee and Ranged Defence to 40.
Grandmaster Combat	Grandmaster Combat increases the hero's Melee and Ranged Defence to 60.



Basic Melee	Basic Melee increases the hero's Melee Attack to 15, and divides the natural defence of enemy creatures by 1.5. The Melee skill never reduces an enemy's defence below 10, and never reduces an enemy hero's defence.
Advanced Melee	Advanced Melee increases the hero's Melee Attack to 20, and divides the natural defence of enemy creatures by 2. The Melee skill never reduces an enemy's defence below 10, and never reduces an enemy hero's defence.
Expert Melee	Expert Melee increases the hero's Melee Attack to 30, and divides the natural defence of enemy creatures by 3. The Melee skill never reduces an enemy's defence below 10, and never reduces an

Master Melee

enemy hero's defence. The hero also gains the ability to attack enemies before they can retaliate.

Master Melee increases the hero's Melee Attack to 40, and divides the natural defence of enemy creatures by 4. The Melee skill never reduces an enemy's defence below 10, and never reduces an enemy hero's defence.

Grandmaster Melee

Grandmaster Melee increases the hero's Melee Attack to 40, and divides the natural defence of enemy creatures by 4. The Melee skill never reduces an enemy's defence below 10, and never reduces an enemy hero's defence. The hero also gains the ability to attack enemies before they can retaliate and strikes a second time after an enemy retaliates.



Basic Archery

Basic Archery gives the hero a Ranged Attack of 15. Archery never reduces an enemy creature's defence below 10, and never reduces an enemy hero's defence.

Advanced Archery Advanced Archery increases the hero's Ranged Attack to 20, and divides the natural defence of enemy creatures by 2. Archery never reduces an enemy creature's defence below 10, and never reduces an enemy hero's defence. Heroes with Advanced Archery do full damage with ranged attacks against defenders behind castle walls and other obstacles.

Expert Archery

Expert Archery increases the hero's Ranged Attack to 30, and divides the natural defence of enemy creatures by 3. Archery never reduces an enemy creature's defence below 10, and never reduces an enemy hero's defence. Heroes with Expert Archery do full damage at any range and full damage to enemies behind castle walls and other obstacles.

Master Archery

Master Archery increases the hero's Ranged Attack to 40, and divides the natural defence of enemy creatures by 4. Archery never reduces an enemy creature's defence below 10, and never

reduces an enemy hero's defence. Heroes with Master Archery shoot before an enemy ranged troop can retaliate, do full damage at any range, and do full damage to enemies behind castle walls and other obstacles.

Grandmaster Archery

Grandmaster Archery increases the hero's Ranged Attack to 40, and divides the natural defence of enemy creatures by 4. Archery never reduces an enemy creature's defence below 10, and never reduces an enemy hero's defence. Heroes with Grandmaster Archery can shoot before any ranged troop can retaliate, and shoots a second time after they retaliate. They also do full damage at any range and full damage to enemies behind castle walls and other obstacles.



Basic Magic Resistance

Basic Magic Resistance gives the hero the ability to resist hostile spells 30% of the time.

Advanced Magic Resistance

Advanced Magic Resistance gives the hero the ability to resist hostile spells 50% of the time.

Expert Magic Resistance

Expert Magic Resistance gives the hero the ability to resist hostile spells 70% of the time.

Master Magic Resistance

Master Magic Resistance gives the hero the ability to resist hostile spells 80% of the time.

Grandmaster Magic Resistance

Grandmaster Magic Resistance gives the hero the ability to resist hostile spells 100% of the time.

SKILL LIST: SCOUTING



Basic Scouting

Basic Scouting gives the hero a +1 scouting radius and the ability to learn the traits of any adventure object. The hero can also see enemies with Basic Stealth on the Adventure Map. It is required to learn Advanced Pathfinding, Advanced Seamanship, and Basic Stealth.

Advanced Scouting

Advanced Scouting gives the hero a +2 scouting radius and the ability to learn the exact number of creatures in a hostile army. The hero can also see enemies with Advanced Stealth on the Adventure Map. It is required to learn Master Pathfinding, Master Seamanship, and Advanced Stealth.

Expert Scouting

Expert Scouting gives the hero a +3 scouting radius and the ability to estimate the outcome of a battle with an enemy army. The hero can see enemies with Expert Stealth on the Adventure Map. It is required to learn Grandmaster Pathfinding, Grandmaster Seamanship, and Expert Stealth.

Master Scouting

Master Scouting gives the hero a +4 scouting radius and the ability to learn the skills of enemy heroes. The hero can see enemies with Master Stealth on the Adventure Map. Required to learn Master Stealth.

Grandmaster Scouting

Grandmaster Scouting gives the hero a +5 scouting radius and the ability to view enemy Town and Army screens. The hero can see enemies with Grandmaster Stealth on the Adventure Map. Required to learn Grandmaster Stealth.



Basic Pathfinding Basic Pathfinding reduces the hero's penalty for travelling over hostile terrain by 25%. It is required to learn Expert Scouting.

Advanced Pathfinding Advanced Pathfinding reduces the hero's penalty for travelling over hostile terrain by 50%. It is required to learn Master Scouting.

Expert Pathfinding Expert Pathfinding gives the hero no penalty when travelling over hostile terrain. It is required to learn Grandmaster Scouting.

Master Pathfinding Master Pathfinding gives the hero +25% movement and no penalty when travelling over hostile terrain. It is required to learn Grandmaster Scouting.

Grandmaster Pathfinding Grandmaster Pathfinding gives the hero +50% movement and no penalty when travelling over hostile terrain.



Basic Seamanship Basic Seamanship gives the hero +25% movement at sea. It acts like Basic Tactics, Basic Offense, and Basic Defence in sea battles.

Advanced Seamanship Advanced Seamanship gives the hero +50% movement at sea. It acts as Advanced Tactics, Advanced Offense, and Advanced Defence in sea battles.

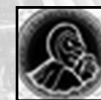
Expert Seamanship Expert Seamanship gives the hero +100% movement at sea. It acts as Expert Tactics, Expert Offense, and Expert Defence in sea battles.

Master Seamanship

Master Seamanship gives the hero +150% movement at sea. It acts as Master Tactics, Master Offense, and Master Defence in sea battles.

Grandmaster Seamanship

Grandmaster Seamanship gives the hero +200% movement at sea. It acts as Grandmaster Tactics, Grandmaster Offense, and Grandmaster Defence in sea battles.



Basic Stealth

Basic Stealth makes the hero invisible to 1st level creatures and heroes with no Scouting skill on the Adventure Map. Enemies can see the hero if they are adjacent. The hero can only hide himself, not other creatures or heroes.

Advanced Stealth

Advanced Stealth makes the hero invisible to 2nd level creatures and heroes on the Adventure Map, even if the hero has Basic Scouting. The hero can be seen by 2nd level creatures and heroes with Basic Scouting if they are adjacent. The hero can only hide himself, not other creatures or heroes.

Expert Stealth

Expert Stealth makes the hero invisible to 3rd level creatures and heroes on the Adventure Map, even if they have Advanced Scouting. The hero can be seen by 3rd level creatures and heroes with Advanced Scouting if he is adjacent. The hero can only hide himself, not other creatures or heroes.

Master Stealth

Master Stealth makes the hero invisible to all creatures and heroes on the Adventure Map, even if they have Expert Scouting. The hero can be seen by 4th level creatures and heroes with Expert Scouting if he is adjacent. The hero can only hide himself, not other creatures or heroes.

Grandmaster Stealth

Grandmaster Stealth makes the hero invisible to all creatures and heroes on the Adventure Map, even if they have Master Scouting. The hero can be seen by heroes with Master Scouting if he is adjacent. The hero can only hide himself, not other creatures or heroes.

SKILL LIST: NOBILITY



- Basic Nobility** Basic Nobility increases all creature growth by 10% in the town that recognises the hero as its governor. It also allows the hero to learn Advanced Estates, Advanced Mining, and Advanced Diplomacy.
- Advanced Nobility** Advanced Nobility increases all creature growth by 20% in the town that recognises the hero as its governor. It also allows the hero to learn Master Estates, Master Mining, and Master Diplomacy.
- Expert Nobility** Expert Nobility increases all creature growth by 30% in the town that recognises the hero as its governor. It is required to learn Grandmaster Estates, Grandmaster Mining, and Grandmaster Diplomacy.
- Master Nobility** Master Nobility increases all creature growth by 40% in the town that recognises the hero as its governor.
- Grandmaster Nobility** Grandmaster Nobility increases all creature growth by 50% in the town that recognises the hero as its governor.



- Basic Estates** Basic Estates gives the hero the ability to produce an extra 100 gold per day for their kingdom, plus 10% per level of the hero. It is required to learn Expert Nobility.
- Advanced Estates** Advanced Estates gives the hero the ability to produce an extra 200 gold per day for their kingdom, plus 10% per level of the hero. It is required to learn Master Nobility.
- Expert Estates** Expert Estates gives the hero the ability to produce an extra 300 gold per day for their

Master Estates

kingdom, plus 10% per level of the hero. It is required to learn Grandmaster Nobility.

Grandmaster Estates

Master Estates gives the hero the ability to produce an extra 400 gold per day for their kingdom, plus 10% per level of the hero.

Grandmaster Estates gives the hero the ability to produce an extra 500 gold per day for their kingdom, plus 10% per level of the hero.



Basic Mining

Basic Mining allows the hero to produce 2 each of wood and ore, plus 10% per level of the hero, over a 5 day period. It is required to learn Expert Nobility.

Advanced Mining

Advanced Mining allows the hero to produce 2 each of wood and ore, and 2 other resources, plus 10% per level of the hero, over a 5 day period. The 2 other resources cycle 1 each through gems, mercury, sulfur, and crystals - in that order. It is required to learn Master Nobility.

Expert Mining

Expert Mining allows the hero to produce 2 each of wood and ore, and 4 other resources, plus 10% per level of the hero, over a 5 day period. The 4 other resources cycle 1 each through gems, mercury, sulfur, and crystals - in that order. It is required to learn Grandmaster Nobility.

Master Mining

Master Mining allows the hero to produce 3 each of wood and ore, and 5 other resources, plus 10% per level of the hero, over a 5 day period. The 5 other resources cycle 1 each through gems, mercury, sulfur, and crystals - in that order.

Grandmaster Mining

Grandmaster Mining allows the hero to produce 4 each of wood and ore, and 6 other resources, plus 10% per level of the hero, over a 5 day period. The 6 other resources cycle 1 each through gems, mercury, sulfur, and crystals - in that order.



Basic Diplomacy Basic Diplomacy gives the hero the ability to convince 30% of greatly outnumbered hostile creatures to desert for a price. The hero can sway no more than 120 experience points of creatures, plus 10% per level of the hero. Also, the cost of surrendering is 80% of normal.

Advanced Diplomacy Advanced Diplomacy gives the hero the ability to convince 40% of greatly outnumbered hostile creatures to desert for a price. The hero can convince no more than 240 experience points of creatures, plus 10% per level of the hero. Also, the cost of surrendering is 70% of normal.

Expert Diplomacy Expert Diplomacy gives the hero the ability to convince 50% of greatly outnumbered hostile creatures to desert for a price. The hero can convince no more than 360 experience points of creatures, plus 10% per level of the hero. Also, the cost of surrendering is 60% of normal.

Master Diplomacy Master Diplomacy gives the hero the ability to convince 60% of greatly outnumbered hostile creatures to desert for a price. The hero can sway no more than 480 experience points of creatures, plus 10% per level of the hero. Also, the cost of surrendering is 55% of normal.

Grandmaster Diplomacy Grandmaster Diplomacy gives the hero the ability to convince 70% of greatly outnumbered hostile creatures to desert for a price. The hero can sway no more than 600 experience points of creatures, plus 10% per level of the hero. Also, the cost of surrendering is 50% of normal.

SKILL LIST: LIFE MAGIC



Basic Life Magic Basic Life Magic gives the hero the ability to cast Level One Life Magic spells. It is also required to learn Basic Healing and is one of the requirements for Advanced Resurrection.

Advanced Life Magic Advanced Life Magic gives the hero the ability to cast Level Two Life Magic spells. It is also required to learn Basic Spirituality and is one of the requirements for Master Resurrection.

Expert Life Magic Expert Life Magic gives the hero the ability to cast Level Three Life Magic spells. It is also required to learn Grandmaster Resurrection.

Master Life Magic Master Life Magic gives the hero the ability to cast Level Four Life Magic spells.

Grandmaster Life Magic Grandmaster Life Magic gives the hero the ability to cast Level Five Life Magic spells.



Basic Healing Basic Healing gives the hero 10 Spell Points and increases Spell Point recovery by 2 per day. It is one of the requirements for Advanced Life Magic.

Advanced Healing Advanced Healing gives the hero 20 Spell Points and increases the effectiveness of Life Magic Spell Point recovery by 4 per day. It is one of the requirements for Expert Life Magic.

Expert Healing Expert Healing gives the hero 50 Spell Points and increases Spell Point recovery by 6 points per day. It is one of the requirements for Master Life Magic.

Master Healing Master Healing gives the hero 40 Spell Points and increases Spell Point recovery by 8 per day. It is one of the requirements for Grandmaster Life Magic.

Grandmaster Healing

Grandmaster Healing gives the hero 50 Spell Points and increases Spell Point recovery by 10 per day. It is one of the requirements for Grandmaster Life Magic.



Basic Spirituality

Basic Spirituality increases the effectiveness of Life Magic spells by 20%. It is one of the requirements for Expert Life Magic.

Advanced Spirituality

Advanced Spirituality increases the effectiveness of Life Magic spells by 40%. It is one of the requirements for Master Life Magic.

Expert Spirituality

Expert Spirituality increases the effectiveness of Life Magic spells by 60%. It is one of the requirements for Master Life Magic.

Master Spirituality

Master Spirituality increases the effectiveness of Life Magic spells by 80%. It is one of the requirements for Grandmaster Life Magic.

Grandmaster Spirituality

Grandmaster Spirituality increases the effectiveness of Life Magic spells by 100%. It is one of the requirements for Grandmaster Life Magic.



Basic Resurrection

Basic Resurrection allows the hero to resurrect 20% of the friendly creatures who die in combat. Undead, mechanical and elemental creatures cannot be resurrected.

Advanced Resurrection

Advanced Resurrection allows the hero to resurrect 30% of the friendly creatures who die in combat. Undead, mechanical and elemental creatures cannot be resurrected.

Expert Resurrection

Expert Resurrection allows the hero to resurrect 40% of the friendly creatures who die in combat. Undead, mechanical and elemental creatures cannot be resurrected.

Master Resurrection

Master Resurrection allows the hero to resurrect 45% of the friendly creatures who die in combat. Undead, mechanical and elemental creatures cannot be resurrected.

Grandmaster Resurrection

Grandmaster Resurrection allows the hero to resurrect 50% of the friendly creatures who die in combat. Undead, mechanical and elemental creatures cannot be resurrected.

SKILL LIST: ORDER MAGIC



Basic Order Magic

Basic Order Magic gives the hero the ability to cast Level One Order Magic spells. It also allows the hero to learn Basic Enchantment and is one of the requirements for Advanced Charm.

Advanced Order Magic

Advanced Order Magic gives the hero the ability to cast Level Two Order Magic spells. It also allows the hero to learn Master Charm.

Expert Order Magic

Expert Order Magic gives the hero the ability to cast Level Three Order Magic spells. It also allows the hero to learn Grandmaster Charm.

Master Order Magic

Master Order Magic gives the hero the ability to cast Level Four Order Magic spells.

Grandmaster Order Magic

Grandmaster Order Magic gives the hero the ability to cast Level Five Order Magic spells.



Basic Enchantment

Basic Enchantment gives the hero 10 Spell Points and increases the effectiveness of Spell Point recovery by 2 per day. It is one of the requirements for Advanced Order Magic.

Advanced Enchantment

Advanced Enchantment gives the hero 20 Spell Points and increases the effectiveness of Spell Point recovery by 4 per day. It is one of the requirements for Expert Order Magic.

Expert Enchantment

Expert Enchantment gives the hero 30 Spell Points and increases the effectiveness of Spell Point recovery by 6 points per day. It is one of the requirements for Master Order Magic.

Master Enchantment

Master Enchantment gives the hero 40 Spell Points and increases the effectiveness of Spell Point recovery by 8 per day. It is one of the requirements for Grandmaster Order Magic.

Grandmaster Enchantment

Grandmaster Enchantment gives the hero 50 Spell Points and increases the effectiveness of Spell Point recovery by 10 per day. It is one of the requirements for Grandmaster Order Magic.



Basic Wizardry Basic

Wizardry increases the effectiveness of Order Magic spells by 20%. It is one of the requirements for Expert Order Magic.

Advanced Wizardry

Advanced Wizardry increases the effectiveness of Order Magic spells by 40%. It is one of the requirements for Master Order Magic.

Expert Wizardry Expert

Wizardry increases the effectiveness of Order Magic spells by 60%. It is one of the requirements for Master Order Magic.

Master Wizardry Master

Wizardry increases the effectiveness of Order Magic spells by 80%. It is one of the requirements for Grandmaster Order Magic.

Grandmaster Wizardry

Grandmaster Wizardry gives the hero 8 Spell Points and increases the effectiveness of Order Magic spells by 100%. It is one of the requirements for Grandmaster Order Magic.

**Basic Charm**

A hero with Basic Charm can convert 15% of greatly outnumbered hostile creatures to his side. The hero can convert no more than 60 experience points of creatures, plus 10% per level of the hero. The cost of surrendering is 90% of normal.

Advanced Charm

Advanced Charm allows the hero to convert 20% of greatly outnumbered hostile creatures to his side. The hero can convert no more than 120 experience points of creatures, plus 10% per level of the hero. The cost of surrendering is 80% of normal.

Expert Charm

Expert Charm allows the hero to convert 25% of greatly outnumbered hostile creatures to his side. The hero can convert no more than 180 experience points of creatures, plus 10% per level of the hero. The cost of surrendering is 75% of normal.

Master Charm

Master Charm allows the hero to convert 30% of greatly outnumbered hostile creatures to his side. The hero can convert no more than 240 experience points of creatures, plus 10% per level of the hero. The cost of surrendering is 70% of normal.

Grandmaster Charm

Grandmaster Charm allows the hero to convert 35% of greatly outnumbered hostile creatures to his side. The hero can convert no more than 300 experience points of creatures, plus 10% per level of the hero. The cost of surrendering is 65% of normal.

SKILL LIST: DEATH MAGIC**Basic Death Magic**

Basic Death Magic gives the hero the ability to cast Level One Death Magic spells. It is required to learn Basic Occultism and is one of the requirements for Advanced Necromancy.

Advanced Death Magic

Advanced Death Magic gives the hero the ability to cast Level Two Death Magic spells. It is required to learn Master Necromancy.

Expert Death Magic

Expert Death Magic gives the hero the ability to cast Level Three Death Magic spells. It is required to learn Grandmaster Necromancy.

Master Death Magic

Master Death Magic gives the hero the ability to cast Level Four Death Magic spells.

Grandmaster Death Magic

Grandmaster Death Magic gives the hero the ability to cast Level Five Death Magic spells.

**Basic Occultism**

Basic Occultism gives the hero 10 Spell Points and increases Spell Point recovery by 2 per day. It is one of the requirements for Advanced Death Magic.

Advanced Occultism

Advanced Occultism gives the hero 20 Spell Points and increases Spell Point recovery by 4 per day. It is one of the requirements for Expert Death Magic.

Expert Occultism

Expert Occultism gives the hero 30 Spell Points and increases Spell Point recovery by 6 per day. It is one of the requirements for Master Death Magic.

Master Occultism Master Occultism gives the hero 40 Spell Points and increases Spell Point recovery by 8 per day. It is one of the requirements for Grandmaster Death Magic.

Grandmaster Occultism

Grandmaster Occultism gives the hero 50 Spell Points and increases Spell Point recovery by 10 per day. It is one of the requirements for Grandmaster Death Magic.



Basic Demonology

Basic Demonology increases the effectiveness of Death Magic spells by 20%. It is one of the requirements for Expert Death Magic. Learning Basic Demonology and Basic Nature Magic will give the hero the Summon Imp spell.

Advanced Demonology

Advanced Demonology increases the effectiveness of Death Magic spells by 40%. It is one of the requirements for Master Death Magic. Learning Master Demonology and Master Nature Magic will give the hero the Summon Ice Demon spell.

Expert Demonology

Expert Demonology increases the effectiveness of Death Magic spells by 60%. It is one of the requirements for Master Death Magic.

Master Demonology

Master Demonology increases the effectiveness of Death Magic spells by 80%. It is one of the requirements for Grandmaster Death Magic. Learning Master Demonology and Master Nature Magic will give the hero the Summon Venom Spawn spell.

Grandmaster Demonology

Grandmaster Demonology increases the effectiveness of Death Magic spells by 100%. It is one of the requirements for Grandmaster Death Magic. Learning Grandmaster Demonology and Grandmaster Nature Magic will give the hero the Summon Devil spell.



Basic Necromancy

Basic Necromancy gives the hero the ability to raise a number of skeletons equal to 10% of the strength of a defeated army, as long as that number doesn't exceed 40 experience points of undead, plus 10% per level of the hero. Also, the hero can create only 1 undead creature per slain enemy. Undead, mechanical, and elemental creatures cannot be resurrected.

Advanced Necromancy

Advanced Necromancy gives the hero the ability to raise a number of skeletons equal to 15% of the strength of a defeated army, as long as that number doesn't exceed 80 experience points of undead, plus 10% per level of the hero. Also, the hero can create only 1 undead creature per slain enemy. Undead, mechanical, and elemental creatures cannot be resurrected.

Expert Necromancy

Expert Necromancy gives the hero the ability to raise a number of skeletons or ghosts equal to 20% of the strength of a defeated army, as long as that number doesn't exceed 120 experience points of undead, plus 10% per level of the hero. Also, the hero can create only 1 undead creature per slain enemy. Undead, mechanical, and elemental creatures cannot be resurrected.

Master Necromancy

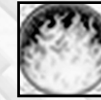
Master Necromancy gives the hero the ability to raise a number of skeletons or ghosts equal to 25% of the strength of a defeated army, as long as that number doesn't exceed 160 experience points of undead, plus 10% per level of the hero. Also, the hero can create only 1 undead creature per slain enemy. Undead, mechanical, and elemental creatures cannot be resurrected.

Grandmaster Necromancy

Grandmaster Necromancy gives the hero the ability to raise a number of skeletons, ghosts, or vampires equal to 30% of the strength of a defeated army, as long as that number doesn't exceed 200 experience points of undead, plus

10% per level of the hero. The hero can create only 1 undead creature per slain enemy. Undead, mechanical, and elemental creatures cannot be resurrected.

SKILL LIST: CHAOS MAGIC



Basic Chaos Magic

Basic Chaos Magic gives the hero the ability to cast Level One Chaos Magic spells. It is required to learn Basic Conjunction and is one of the requirements for Advanced Sorcery.

Advanced Chaos Magic

Advanced Chaos Magic gives the hero the ability to cast Level Two Chaos Magic spells. It is required to learn Master Sorcery.

Expert Chaos Magic

Expert Chaos Magic gives the hero the ability to cast Level Three Chaos Magic spells. It is required to learn Grandmaster Sorcery.

Master Chaos Magic

Master Chaos Magic gives the hero the ability to cast Level Four Chaos Magic spells.

Grandmaster Chaos Magic

Grandmaster Chaos Magic gives the hero the ability to cast Level Five Chaos Magic spells.



Basic Conjunction

Basic Conjunction gives the hero 10 Spell Points and increases Spell Point recovery by 2 per day. It is one of the requirements for Advanced Chaos Magic.

Advanced Conjunction

Advanced Conjunction gives the hero 20 Spell Points and increases Spell Point recovery by 4 per day. It is one of the requirements for Expert Chaos Magic.

Expert
Conjuration

Expert Conjuration gives the hero 30 Spell Points and increases Spell Point recovery by 6 per day. It is one of the requirements for Master Chaos Magic.

Master
Conjuration

Master Conjuration gives the hero 40 Spell Points and increases Spell Point recovery by 8 per day. It is one of the requirements for Grandmaster Chaos Magic.

Grandmaster
Conjuration

Grandmaster Conjuration gives the hero 50 Spell Points and increases Spell Point recovery by 10 per day. It is one of the requirements for Grandmaster Chaos Magic.

Basic
Pyromancy

Basic Pyromancy increases the effectiveness of Chaos Magic spells by 20%. It is one of the requirements for Expert Chaos Magic.

Advanced
Pyromancy

Advanced Pyromancy increases the effectiveness of Chaos Magic spells by 40%. It is one of the requirements for Master Chaos Magic.

Expert
Pyromancy

Expert Pyromancy increases the effectiveness of Chaos Magic spells by 60%. It is one of the requirements for Master Chaos Magic.

Master
Pyromancy

Master Pyromancy increases the effectiveness of Chaos Magic spells by 80%. It is one of the requirements for Grandmaster Chaos Magic.

Grandmaster
Pyromancy

Grandmaster Pyromancy increases the effectiveness of Chaos Magic spells by 100%. It is one of the requirements for Grandmaster Chaos Magic.



Basic Sorcery

Basic Sorcery increases the hero's spell damage (with all magic types) by 20%.

Advanced Sorcery

Advanced Sorcery increases the hero's spell damage (with all magic types) by 40%.

Expert Sorcery

Expert Sorcery increases the hero's spell damage (with all magic types) by 60%.

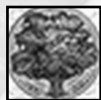
Master Sorcery

Master Sorcery increases the hero's spell damage (with all magic types) by 80%.

Grandmaster
Sorcery

Grandmaster Sorcery increases the hero's spell damage (with all magic types) by 100%.

SKILL LIST: NATURE MAGIC



Basic Nature Magic

Basic Nature Magic gives the hero the ability to cast Level One Nature Magic spells. It is required to learn Basic Herbalism and is one of the requirements for Advanced Summoning.

Advanced Nature Magic

Advanced Nature Magic gives the hero the ability to cast Level Two Nature Magic spells. It is required to learn Master Summoning.

Expert Nature Magic

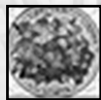
Expert Nature Magic gives the hero the ability to cast Level Three Nature Magic spells. It is required to learn Grandmaster Summoning.

Master Nature Magic

Master Nature Magic gives the hero the ability to cast Level Four Nature Magic spells.

Grandmaster Nature Magic

Grandmaster Nature Magic gives the hero the ability to cast Level Five Nature Magic spells.



Basic Herbalism

Basic Herbalism gives the hero 10 Spell Points and increases Spell Point recovery by 2 per day. It is one of the requirements for Advanced Nature Magic.

Advanced Herbalism

Advanced Herbalism gives the hero 20 Spell Points and increases Spell Point recovery by 4 per day. It is one of the requirements for Expert Nature Magic.

Expert Herbalism

Expert Herbalism gives the hero 30 Spell Points and increases Spell Point recovery by 6 per day. It also allows the hero to regenerate 1 Spell Point per day. It is one of the requirements for Master Nature Magic.

Master Herbalism

Master Herbalism gives the hero 40 Spell Points and increases Spell Point recovery by 8 per day. It also allows the hero to regenerate 2 Spell Points per day. It is one of the requirements for Grandmaster Nature Magic.

Grandmaster Herbalism

Grandmaster Herbalism gives the hero 50 Spell Points and increases Spell Point recovery by 10 per day. It also allows the hero to regenerate 2 Spell Points per day. It is one of the requirements for Grandmaster Nature Magic.



Basic Meditation

Basic Meditation increases the effectiveness of Nature Magic spells by 20%. It is one of the requirements for Expert Nature Magic.

Advanced Meditation

Advanced Meditation increases the effectiveness of Nature Magic spells by 40%. It is one of the requirements for Expert Nature Magic.

Expert Meditation

Expert Meditation increases the effectiveness of Nature Magic spells by 60%. It is one of the requirements for Master Nature Magic.

Master Meditation

Master Meditation increases the effectiveness of Nature Magic spells by 80%. It is one of the requirements for Grandmaster Nature Magic.

Grandmaster Meditation

Grandmaster Meditation increases the effectiveness of Nature Magic spells by 100%. It is one of the requirements for Grandmaster Nature Magic.



Basic Summoning

Basic Summoning allows the hero to summon leprechauns, sprites, or wolves into the hero's army every day at a rate of 10 experience points of creatures per day, plus 10% per level of the hero.

Advanced Summoning

Advanced Summoning allows the hero to summon leprechauns, sprites, or wolves into the hero's army every day at a rate of 20 experience points of creatures per day.

Expert Summoning

Expert Summoning allows the hero to summon elves, satyrs, or tigers into the hero's army every day at a rate of 30 experience points of creatures per day.

Master Summoning

Master Summoning allows the hero to summon elves, satyrs, or tigers into the hero's army every day at a rate of 40 experience points of creatures per day.

Grandmaster Summoning

Grandmaster Summoning allows the hero to summon griffins, unicorns, earth, air, fire and water elementals into the hero's army every day at a rate of 50 experience points of creatures per day.

SKILL PROGRESSION FLOWCHARTS

EXPERIENCE PER LEVEL

The following is a chart listing the experience needed for each level.

<u>Level</u>	<u>Experience</u>	<u>Level</u>	<u>Experience</u>
1	0	25	269,100
2	1,000	26	322,800
3	2,000	27	387,200
4	3,200	28	464,400
5	4,600	29	557,000
6	6,200	30	668,100
7	8,100	31	801,400
8	10,300	32	961,300
9	12,900	33	1,153,100
10	16,000	34	1,383,200
11	19,700	35	1,659,300
12	24,100	36	1,990,600
13	29,300	37	2,388,100
14	35,500	38	2,865,100
15	42,900	39	3,437,500
16	51,700	40	4,124,300
17	62,200	41	4,948,400
18	74,800	42	5,937,300
19	89,900	43	7,123,900
20	108,000	44	8,547,800
21	129,700	45	10,256,400
22	155,700	46	12,306,700
23	186,900	47	14,767,000
24	224,300	48	17,719,300

<u>Level</u>	<u>Experience</u>	<u>Level</u>	<u>Experience</u>
49	21,262,000	61	189,520,700
50	25,513,200	62	227,423,100
51	30,614,600	63	272,905,900
52	36,736,200	64	327,485,200
53	44,082,100	65	392,980,300
54	52,897,100	66	471,574,400
55	63,475,100	67	565,887,300
56	76,168,700	68	679,062,700
57	91,401,000	69	814,873,100
58	109,679,700	70	977,845,500
59	131,614,100		
60	157,935,300		

ADVANCED CLASS ABILITIES

Archer

Combat determines the Archer class. The Archer has no class ability.

Archmage

All magic determines the Archmage class. The Archmage's class ability gives him +20% to all spell effects.

Assassin

Death Magic and Combat determine the Assassin class. The Assassin's class ability increases his speed and movement by 3.

Barbarian

Combat skills determine Barbarian class. The Barbarian has no class ability.

Bard

Nature Magic and Scouting determine the Bard class. The Bard always has maximum luck due to his class ability.

Battle Mage

Order Magic and Combat determine the Battle Mage class. The Battle Mage's class ability increases the effects of the Magic Fist and Ice Bolt spells by 20%. Also, the Battle Mage automatically learns the Magic Fist spell.

Beast Lord

Nature Magic and Nobility determine the Beast Lord class. The Beast Lord's class ability gives him a +20% bonus to the Summon Wolf and Summon White Tiger spells.

Beastmaster

Nature Magic and Combat determine the Beastmaster class. The Beastmaster's class ability gives him a +20% bonus to the Summon Wolf spell.

Cardinal

Nobility and Life Magic determine the Cardinal class. The Cardinal's class ability gives +5% to his Resurrection skill.

Crusader

Tactics and Life Magic determine the Crusader class. The Crusader always has maximum morale due to his class ability.

Dark Lord

Death Magic and Nobility determine the Dark Lord class. The Dark Lord's melee attack gives his target maximum negative morale.

Dark Priest

Death Magic and Life Magic determine the Dark Priest class. The Dark Priest's class ability gives him a vampiric melee attack. For every 2 points of damage done to an opponent, the Dark Priest heals 1 hit point.

Death Knight

Tactics determines the Death Knight class. The Death Knight has no class ability.

Demonologist

Death Magic and Nature Magic determine the Demonologist class. The Demonologist's class ability gives him +50 to all Demon Summoning spells.

Druid

Nature Magic determines the Druid class. The Druid has no class ability.

Enchanter

Order Magic and Nature Magic determine the Enchanter class. The Enchanter's class ability gives him +20% to all Summoning and Illusion spells.

Field Marshal

Tactics and Scouting determine the Field Marshal class. The Field Marshal's class ability gives all friendly creatures +10% to their Melee and Ranged Attack.

Fire Diviner

Chaos Magic and Scouting determine the Fire Diviner class. The Fire Diviner's class ability gives him +20% to the effects of all fire-based spells.

Fireguard

Chaos Magic and Combat determine the Fireguard class. The Fireguard's class ability gives him Fire Resistance, making him immune to fire-based spells. The Fireguard also takes half damage from enemies with fire-based attacks.

General

Combat and Tactics determine the General class. The General's class ability gives all friendly creatures +1 morale.

Guildmaster

Scouting and Nobility determine the Guildmaster class. The Guildmaster's class ability gives his melee attack the chance of Stunning an opponent. Stunned enemies cannot take any action or retaliate for one turn.

Heretic

Chaos Magic and Life Magic determine the Heretic class. The Heretic's class ability allows him to ignore the effects of all Wards.

Illusionist

Order Magic and Tactics determine the Illusionist class. The Illusionist's class ability gives him +20% to the effects of Illusion spells.

Knight

Tactics determines the Knight class. The Knight has no class ability.

Lich

Chaos Magic and Death Magic determine the Lich class. The Lich's class ability gives him attack a chance of temporarily Aging the enemy. An Aged target has its Attack skill decreased by 25%, its Defence skill decreased by 20%, and its Speed and Movement reduced by 50%.

Lord

Nobility determines the Lord class. The Lord has no class ability.

Lord Commander

Tactics and Nobility determine the Lord Commander class. The Lord Commander's class ability gives all friendly creatures +2 morale.

Mage

Order Magic determines the Mage class. The Mage has no class ability.

Monk

Life Magic and Order Magic determine the Monk class. The Monk's class ability gives him Chaos Ward (50% resistant to Chaos spells, and his Melee and Ranged Defenses are increased by 50% against Chaos-aligned opponents).

Necromancer

Death Magic determines the Necromancer class. The Necromancer has no class ability.

Ninja

Death Magic and Scouting determine the Ninja class. The Ninja's class ability gives him a Poisonous melee attack that does damage to the target every round (starting with the current round) until combat ends.

Paladin

Combat and Life Magic determine the Paladin class. The Paladin's class ability gives him Death Ward (50% resistant to Death spells, and his Melee and Ranged Defenses are increased by 50% against Death-aligned opponents).

Priest

Life Magic determines the Priest class. The Priest class has no class ability.

Prophet

Life Magic and Scouting determine the Prophet class. The Prophet's class ability permanently surrounds him in a Spiritual Armour (increases Melee and Ranged Defence by 25%).

Pyromancer

Tactics and Chaos Magic determine the Pyromancer class. The Pyromancer's class ability permanently surrounds him with a Fire Shield (does fire damage to anyone who attacks the target in melee combat).

Ranger

Combat and Scouting determine the Ranger class. The Ranger's class ability gives him +5 Ranged Attack and the ranged ability.

Reaver

Tactics and Death Magic determine the Reaver class. The Reaver is permanently under the influence of Bloodlust (does 25% more damage in melee combat) as a result of his class ability.

Seer

Order Magic and Scouting determine the Seer class. The Seer's class ability increases his scouting radius by 2.

Shadow Mage

Death Magic and Order Magic determine the Shadow Mage class. The Shadow Mage's class ability permanently surrounds him with the Blur spell (increases Ranged Defence by 50%).

Sorcerer

Chaos Magic determines the Sorcerer class. The Sorcerer has no class ability.

Summoner

Nature Magic and Life Magic determine the Summoner class. The Summoner's class ability increases the power of his Summoning skill, allowing him to summon +20 Experience Points worth of creatures per day.

Thief

Scouting determines the Thief class. The Thief has no class ability.

Warden

Tactics and Nature Magic determine the Warden class. The Warden's class ability gives all friendly creatures +10% to their Melee and Ranged Defence.

Warlock

Chaos Magic and Nature Magic determine the Warlock class. The Warlock's class ability gives him +10 spell points and the ability to regenerate 1 extra spell point per day.

Warlord

Combat and Nobility determine the Warlord class. The Warlord's class ability gives him +5 to Melee Attack.

Witch King

Chaos Magic, Nobility and Death Magic determine the Witch King class. The Witch King's class ability causes his attack to send out a wave of Fear that keeps its opponent from retaliating. After the attack, the opponent struck by Fear runs away for a short distance.

Wizard

Order Magic and Chaos Magic determine the Wizard class. The Wizard's class ability decreases the spell point cost for all spells by 2.

Wizard King

Order Magic and Nobility determine the Wizard King class. The Wizard King's melee attack gives the target maximum bad luck as a result of his class ability.

KEYBOARD SHORTCUTS

GENERAL

F4	Toggle Window/Full Screen Modes
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ADVENTURE SCREEN

Alt + N	New Scenario
Alt + C	New Campaign
Alt + L	Load Game
Alt + S	Save Game
Alt + O	Options
Alt + M	Main Menu
Alt + R	Restart Game
Esc	Quit
I	Scenario Info.
M	Marketplace
G	Thieves Guild
P	Puzzle Map
K	Kingdom Overview
Home	Centres the Screen on the Currently Selected Hero or Target
H	Selects Next Hero
Z	Current Hero Sleeps
W	Wakes Current Hero
T	Select Next Town

Enter	Move Army
C	Cast Spell
D	Dig
Q	Quest Log
V	View World
U	Toggle Underground and Surface
E	End Turn
Arrow Keys	Move Selected Army
Ctrl + Arrow Keys	Scrolls Adventure Map
PageUp/PageDown	Scrolls Army/Town List Up and Down

COMBAT SCREEN

C	Cast Spell
D	Defend
W	Wait
F5	Prefer Melee
F6	Prefer Move
F7	Prefer Spell Casting
F8	Prefer Ranged
A	Auto Combat on/off
O	Combat Options
R	Retreat
S	Surrender

TOWN SCREEN

B	Purchase Building
H	Hire Hero
C	Recruit Creature
M	Magic Guild
S	Split Creatures
L	Lordship
Left/Right Arrows	Select Hero/Creature in Army
Page Up/Page Down	Previous/Next Town
Up Arrow	Merge Visiting Army
Down Arrow	Merge Garrison Army
Spacebar	Swap Armies
Enter	OK

ARMY SCREEN

C	Cast Spell
D	Dismiss Creature
S	Split Creatures
L	Loose Formation
T	Tight Formation
Q	Square Formation
Left/Right Arrows	Select Hero/Creature in Army
Page Up/Page Down	Select Army
Shift + Page Up/Page Down	Scroll Backpack Items
Up Arrow	Merge Visiting Army
Down Arrow	Merge Garrison Army
Spacebar	Swap Garrison and Visiting Armies
Enter	Accept

SPELL BOOK

Left/Right Arrows	Turn pages
Page Up/Page Down	Move through spell tabs
D	Damage
S	Summoning
U	Curses
B	Blessings
L	All spells
A	Adventure
C	Combat
I	Index
T	Artifacts

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TROUBLESHOOTING

For general troubleshooting tips, see the ReadMe.txt file located on the CD-ROM or in the Start Menu after you have installed the game.

Notes

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Notes

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